

SPYCRAFT™

MODERN ARMS GUIDE



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*"A duel between titans... my golden
gun against your Walther PPK!"*

"One bullet against my six?"

"I only need one, Mr. Bond"

*- Francisco Scaramanga
and James Bond,*

The Man with the Golden Gun

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VISIT FOR A FREE DOWNLOAD CHAPTER – OTHER GEAR

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INTRODUCTION

Welcome to the *Modern Arms Guide* for the *Spycraft* roleplaying game. This book is a comprehensive overview of modern weaponry using the established d20 system, and – while expressly created for use with *Spycraft* – is easily used with the standard d20 rules. All the new rules here are d20 compliant, and every weapon, armor suit, and piece of gear is ready to be dropped into your favorite d20 game setting.

This book is intended to expand upon the material first presented in the *Spycraft Espionage Handbook*, not to replace it. Where *Spycraft*'s core release offered a strictly cinematic flavor, this book balances often inaccurate movie and comic book technology with weapons and gear of the real world. Here, you'll find many specific examples of gear types that were handled with broad generic strokes in the core release – most notably firearms, which were grouped according to their type or function before. Here, each of these weapon types becomes a category of specific weapons, and each weapon gains its own identifying mechanics and in many cases special abilities.

Sometimes, this shift from generic to specific gear has precipitated some reorganization. A small number of categories originally presented in the *Spycraft Espionage Handbook* have been dropped. For example, the Saturday Night Special revolver category is no more, as it represents specific weapons which now fall into a different category (service revolvers). Conversely, we have created a few new categories for this book, to expand upon the limited selection presented in the *Spycraft* core release.

When information in this release differs from that presented before, we explain the change, and in many cases we also update gear options from the core release to the new rules. For instance, protective gear now factors in special weaknesses for each item, attacks which are more effective against that item. In order to keep the original *Spycraft* protective gear options consistent with the new options here, and to avoid reprinting the options in their entirety, we simply add weaknesses to each of the original items at the start of the chapter.

Finally, this book covers most weapon and gear options available to modern agents. A few groups of gear have been intentionally left out, however – specifically heavy and vehicular weapons, which you'll see in the *Soldier/Wheelman Class Guide*, available soon.

Special Note: Future *Spycraft* and *Shadowforce Archer* supplements will include weapons and gear from both the *Spycraft* core release and this volume, as appropriate.

WHAT'S IN THIS BOOK

The *Modern Arms Guide* consists of eight chapters. The last seven chapters are broken up in a similar fashion to Chapter 5 of the *Spycraft Espionage Handbook*, each covering a different group of weapon or gear. Chapter 6 (Accessories) is a new group, originally covered as part of Other Gear in the core release. This chapter covers all other gear that is attached to or used with other weapons (bows, firearms, tactical weapons, etc.). The first chapter of this book – New Rules – contains a wealth of mechanics for use in your *Spycraft* and modern d20 games, including a new prestige class (the twin gun-wielding triggerman), rules for applying masterwork modifications to weapons (plus an abundance of modifications to get you started), rules for buying weapons on the black market, and much more!

GROUPS AND CATEGORIES

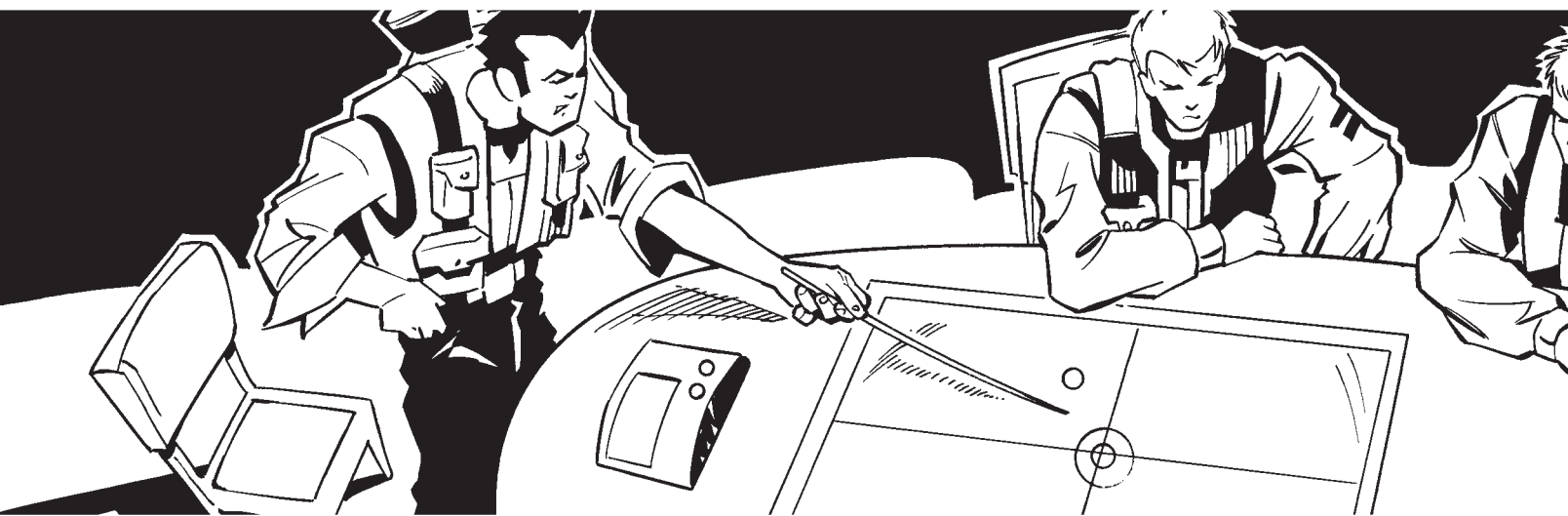
Within each chapter, information is broken up into two tiers, as follows:

- **Groups:** These broad divisions are defined thematically, that is each group is a logical division within the chapter. As an example, the firearms chapter is broken up into the handguns, rifles, shotguns, and submachine-guns groups.
- **Categories:** Groups are further divided into categories. At the start of each category are two entries – Abilities (which describes which ability score modifiers are applied to attack and damage rolls when using the weapons or gear in the category) and Feats (which describes which proficiencies are required to use weapons or gear in the category).

HOW TO USE THIS BOOK

Most of the material in this book is self evident. As is to be expected with a topic as complex as modern gear, however, some information is necessarily left out of each item description. Further, this book introduces many new rules terms that hereafter should be considered standard *Spycraft* terminology. Should you run across a term you don't know, you might find its definition in one of the following places:

- **New Gear Qualities (Chapter 1):** Starting on page 14, you'll find a large number of new gear qualities. Each of these offers one or more special abilities or drawbacks to weapons and equipment they are attached to. Check here for explanations of most new game terms.
- **Glossary (Chapter 1):** The last several pages of this chapter form a glossary of all uncommon, obscure, and expert terms used when describing weapons. Check here for explanations of most real-world terms.



"Do not confuse luck with skill."

*- Terence Wei,
The Replacement Killers*

new RULES

1

INTRODUCTION

This chapter deals with various important topics not covered elsewhere in the book, including new rules for *Spycraft* weapons and fire combat, as well as detailed essays on applying common tactics in modern combat.

The chapter is divided into four parts:

- **New Skill Descriptions:** This section introduces three new applications for two existing skills — Craft and Knowledge.
- **The Triggerman:** Here you'll find a brand new prestige class — the Hong Kong gun-fu action hero template!
- **Advanced Combat Options:** Several new mechanics for tailoring *Spycraft* gunplay are featured here, including action-based (fluid) initiative, new movement actions, morale, and more.
- **Advanced Gear Rules:** All the qualities that define new weapons in this book are included here, as well as rules for concealing and damaging gear.

NEW SKILL DESCRIPTIONS

Three skill applications deserve additional attention when dealing with the vast array of firearms presented in this volume. These applications are specializations of existing skills.

CRAFT (GUNSMITHING) (INT; TRAINED ONLY)

You are trained in the arts of machining, assembling and modifying firearms and ammunition. This allows you to customize weapons and hand-load ammunition.

Check (1 day): You may add a masterwork modification to a firearm. The DC is 25 plus the number of masterwork modifications the weapon already has.

When you add masterwork modifications to a firearm yourself, the cost for each modification is half the amount listed in the Masterwork Firearms section (see page 17), rounded up. However, there is a chance of error or critical failure, as usual for skill checks (see the next column for the effects of these mishaps).

Paying someone else to add masterwork modifications to a firearm ensures no chance of error or critical failure, at the full cost for each modification, as described in the Masterworks section (see page 17). The total cost of any modification must be paid before the gunsmith may attempt it. An NPC gunsmith takes 1 full day (24 hours) to complete the modification, though with GC approval you may pay three times the standard cost to receive the modified item back in 12 hours.

Error: Your attempt to modify the firearm fails and the weapon may no longer be modified in any way.

Critical Success: The weapon modification is either finished in 12 hours or the cost is cut in half (rounded up), as chosen by the player.

Critical Failure: You have ruined the weapon.

Check (4 hours): You may hand-load ammunition to tune the force of the round for the specific weapon. Each check produces 20 shots of ammunition. This check requires a Mechanics kit and 2 BP or \$100 of materials (in addition to the original ammunition to be modified). A successful check (DC 25) grants the resulting ammunition one of three possible qualities as chosen by the player:

Hot-load: Shooters using hot-load ammunition gain a +1 gear bonus to all damage rolls.

Magnum Charge: By increasing the amount or potency of the ammunition's propellant, the power of each shot is greatly increased. A shooter using magnum charge ammunition gains a +2 gear bonus to damage results. Unfortunately, due to the bullet's added power, the error range of any weapon loaded with magnum charge ammunition is also increased by 1 (i.e. a weapon with an error range of 1–2 now has an error range of 1–3). The error ranges of weapons that have been re-chambered for hot loads (see *Masterwork Firearms*, page 17) are unaffected. Anyone attempting to notice someone firing a weapon using magnum charge ammunition gains a +2 bonus to his Spot check.

Subsonic: When using subsonic ammunition in a suppressor-equipped weapon, the agent gains an additional +2 gear bonus to prevent detection. However, the shooter also suffers a –2 gear penalty to all attack rolls and damage results when using subsonic ammunition in any weapon. (For more about subsonic rounds and how they affect combat, see *Listen Checks and Fire Combat* on page 108.)

Each batch of rounds may only be granted one of the abilities listed above. Some ammunition types come standard with the magnum charge or subsonic abilities and cannot be further altered.

Error: All the materials are ruined and you must begin the skill check again with fresh supplies.

Critical Success: If creating a hot load, the damage bonus increases to +2 (for that load of ammunition only). If creating magnum rounds, the damage bonus increases to +3 and the error range increases by 3. If creating subsonic rounds, the bonus to prevent detection increases to +4 (while the attack penalty is unchanged).

Critical failure: You have produced dangerously unsafe ammunition, increasing the error range of any weapon using it by 5 (i.e. a weapon with an error range of 1–2 now has an error range of 1–7). Further, the GC gains an extra action die, which he may only use to activate criticals scored when using the weapon.

CRAFT (WEAPONSMITHING) (INT; TRAINED ONLY)

You are trained in the ancient traditions of forging and honing melee, hurled, and exotic weapons, allowing you to create and modify such gear.

Check (Varies): You may create any melee, hurled, or exotic weapon that requires only manual labor and simple non-machined parts (i.e. you cannot create complicated, strictly modern weapons with this skill, such as grenades, nail guns, etc.). The weaponsmith must identify the weapon he is attempting to make before he dedicates the time and makes the skill check, and the GC may veto any weaponsmithing endeavor he feels is impossible (such as creating a hypodermic needle outside of a factory geared for it). The weaponsmithing process is often slow, and requires access to the proper time and materials.

- **Wooden Weapons:** Bo stick, weighted cane. These weapons require a knife and one day to sculpt from a piece of wood the right size, as well as a successful Craft (Weaponsmithing) check with a DC of 10.
- **Metal Weapons:** Broadsword, sledgehammer. These weapons require the proper base materials (a source of iron or steel) and a forge or furnace, plus a number of days equal to the weapon's BP cost to pour the metal, hammer it into shape, and sharpen as necessary. Finally, the process requires a successful Craft (Weaponsmithing) check with a DC of 15.
- **Hybrid Weapons:** Crossbow, throwing axe. These weapons require three days, plus a number of days equal to the weapon's BP cost, and the facilities for both wooden and metal weapons described above, as well as a successful Craft (Weaponsmithing) check with a DC of 15.
- **Modern Composite Weapons:** Nightstick, hypodermic needle. These weapons require factory machining, though the process must still be supervised by someone with the Craft (Weaponsmithing) skill. They require a number of hours equal to their BP cost to create, along with a successful Craft (Weaponsmithing) check against a DC of 20.

The process for some weapons may require only simple materials that cost nothing in the right environment (e.g. in a forest if the agent needs only wood, or in a factory that produces weapons of the proper type). Otherwise, the materials cost half the weapon's standard BP or actual cost, rounded up.

When the process is complete, the weaponsmith gains a weapon with the standard statistics found in Chapters 2, 3, or 4. He may then modify it according to the rules for Masterworks Firearms (see page 17), at his discretion.

Critical Success: The weapon is created in half the time or at half the BP or actual cost (rounded up), as chosen by the player.

Critical Failure: The effort is a failure and produces no weapon. Half the time and all materials are lost.

Check (1 week): You may add a masterwork modification to a melee, hurled, or exotic weapon. The DC is 25 plus the number of masterwork modifications the weapon already has.

When you add masterwork modifications to a melee, hurled, or exotic weapon yourself, the cost for each modification is half the amount listed in the Masterwork

NEW BUNDLES

These new bundles supplement those presented on page 106 of the *Spycraft Espionage Handbook*.

All bundles cost 25 BP to requisition or add to an agent's personal gear.

Demolitions Bundle

Large metal toolbox (to store bundle)
1 set mechanic's coveralls (average clothes)
1 set plainclothes
Earplugs
Demolitions kit
Electronics kit
Pen flashlight
Duct tape
3 cell phones
Pocket tool
1/4 lb. of C4

Entry Team Bundle

Large garment bag (to store bundle)
1 set of fatigues
Ski-mask
Flash goggles
Gas mask
Headset, radio
Flashlight
2 flash/bang grenades
Knife
Stimulant shot

Trail Bundle

Trail backpack (to store bundle)
Tactical harness
1 set average clothes
Ghillie suit
Binoculars
Survival knife
100 feet of 550 cord
First aid kit
Survival kit
4 smoke grenades

Weapon section, rounded up (see page 17). However, there is a chance of error or critical failure, as usual for skill checks (see below for the effects of these mishaps).

Paying someone else to add masterwork modifications to a melee, hurled, or exotic weapon ensures no chance of error or critical failure, at the full cost for each modification, as described in the Masterworks Weapon section. The total cost of any modification must be paid before the weaponsmith may attempt it. NPC craftsmen take 1 full week to complete the modification, though with GC approval you may pay three times the standard cost to receive the modified item back in 3 days.

Due to the vast number of masterwork combinations possible with melee, hurled, and exotic weapons, all such modifications require GC approval.

Error: Your attempt to modify the weapon fails and the weapon may no longer be modified in any way.

Critical Success: The weapon modification is either finished in 4 days or the cost is cut in half (rounded up), as chosen by the player.

Critical Failure: You have ruined the weapon.

KNOWLEDGE (FIREARMS) (INT: TRAINED ONLY)

You are knowledgeable about the types, models, qualities and manufacturers of firearms the world over.

Check: As for other Knowledge skills (*Spycraft Espionage Handbook*, page 57), but your field of knowledge is firearms and ammunition.

Retry: As for Knowledge skills.

Special: Having 5 or more ranks in Knowledge (Firearms) provides a +2 synergy bonus to Spot or Search checks to notice a concealed firearm.

Critical Success: You are able to provide the desired information and any closely related information.

Critical Failure: You remember incorrect information.

THE TRIGGERMAN

A staple of the Hong Kong cinema genre, the triggerman is a whirlwind of gunfire, most easily recognized by his trademark fighting style – a pistol in each hand and a non-stop spray of lead hissing through the air. Triggermen combine rapid attacks with sinuous defense, making them frighteningly effective in close quarters and situations where heavier weapons cannot be brought to bear.

Abilities: As masters of the close quarters shootout, triggermen rely on one ability above all others: Dexterity. Triggermen also benefit from a high Strength to counter weapon recoil and a high Constitution to withstand the damage their role on the team inevitably incurs.

Vitality: 1d12 plus Constitution bonus per level.

REQUIREMENTS

To become a triggerman, an agent must meet all of the following requirements:

Base Attack Bonus: +5 or better.

Craft (Gunsmithing): 4 ranks.

Knowledge (Firearms): 4 ranks.

Feats: Sidestep, Speed Trigger, Two-Weapon Fighting.

CLASS SKILLS

The triggerman's class skills and key abilities are listed below:

Class Skill	Key Ability
Bluff	Cha
Climb	Str
Craft	Int
Demolitions	Int
Diplomacy	Cha
Driver	Dex
Hobby	Wis
Intimidate	Cha
Jump	Str
Knowledge	Int
Profession	Wis
Search	Int
Spot	Wis
Surveillance	Wis
Tumble	Dex

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the triggerman:

Class Feats: The triggerman gains the following feats at 1st level.

Armor Proficiency (Light)

Weapon Group Proficiency (Handgun)

Trigger-happy: Once per round as a free action, the triggerman may spend an action die to make a single attack with a handgun he holds drawn and ready. This attack occurs on his initiative count, but can come before or after his regular action(s) for the round. This is the triggerman's core ability.

Gun-fu Basics: If you are armed with a handgun while grappling, you may substitute your weapon's damage for your unarmed damage when taking a half action to automatically inflict your unarmed damage on a grappled opponent (*Spycraft Espionage Handbook*, page 172). This expends one round of ammunition from the weapon. Further, the agent may make unarmed attacks, including those that require one or both hands, even while holding a handgun in either or both hands.

Gunplay: Beginning at 2nd level, each time the agent makes a successful attack with a handgun or pistol-like weapon, his initiative total is increased by +1. At 7th level, this bonus is increased to +2 per successful attack. As with all combat modifiers, these are lost at the end of every combat (when time moves out of round to round play).

Bonus Feat: At 3rd level, the triggerman gains a bonus ranged or unarmed combat feat. He must still meet all prerequisites for the feat, including any ability scores and base attack bonus minimums. The triggerman gains an additional ranged or unarmed combat feat at 3rd, 5th, 7th and 9th levels. These bonus feats are in addition to the feats the triggerman normally receives every 3 levels.

Weapons Expert: The triggerman is expert with all firearms, and may identify, maintain and customize such weapons with ease. At 4th level, the triggerman gains 4 bonus skill points that he must distribute between either the Craft (Gunsmithing) or Knowledge (Firearms) skills, or both. At 8th level, he receives 4 additional skill points to apply to either of those skills. This does not increase the agent's maximum ranks in these skills, and any points that are not, or cannot be, applied are lost.

Improved Two Weapon Fighting: At 4th level, the triggerman gains and may use the Improved Two Weapon Fighting feat, even if he doesn't meet the feat's prerequisites. However, if the triggerman doesn't have the Ambidexterity feat, he may only benefit from the Improved Two Weapon Fighting feat while holding a handgun in each hand.

Personal Arsenal: Every triggerman collects a wide variety of firearms which he may distribute to his team when necessary. At 6th level, the triggerman and each member of his team pays only half the standard BP cost of all firearms requisitioned (rounded down). Further, each team member receives three times the normal number of shots when the triggerman requisitions firearms ammo.

Gun-fu Mastery: Beginning at 8th level, when the triggerman succeeds with an unarmed disarm attempt against an opponent with a firearm, he may immediately make a single attack on that opponent, using the opponent's weapon, before disarming the opponent. This single attack is considered a free action, and does not count toward the triggerman's actions for the round.

Vengeance: Beginning at 10th level, once per session as a free action, the triggerman may make a single attack immediately after an opponent has damaged him. The attack occurs after the opponent's damage has been rolled but before it is applied. The triggerman may only use this attack to target the opponent who damaged him. If successful, the triggerman's attack receives a damage bonus equal to half the damage of the attack that triggered it (rounding down).

ADVANCED COMBAT OPTIONS

This section covers new initiative rules, new combat actions (and updated definitions for existing combat rules), and the *Spycraft* rules for morale.

FLUID INITIATIVE

This mechanic adds both realism and complexity to the standard *Spycraft* rules. As such, it is of greatest interest to experienced Game Controls, and should be considered optional.

COUNTS

Each round, agents are allowed to act on the count matching their initiative total. Counts proceed in descending order starting from the highest initiative total of any character in the combat. The Game Control can usually skip over counts that do not match any character's initiative total, but players whose characters are delaying their action may request that the GC announce the counts one by one. This is also helpful for

TABLE 1.1: THE TRIGGERMAN

Lvl	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Gadg Pts	Special
1	+1	+0	+1	+1	+1	+1	2	0	Gun-fu basics, <i>trigger-happy</i>
2	+2	+0	+2	+2	+1	+2	4	1	Gunplay +1
3	+3	+1	+2	+2	+2	+3	6	1	Bonus feat
4	+4	+1	+2	+2	+2	+3	8	2	Improved two-weapon fighting, weapons expert
5	+5	+1	+3	+3	+3	+4	10	2	Bonus feat
6	+6	+2	+3	+3	+4	+5	12	3	Personal arsenal
7	+7	+2	+4	+4	+4	+6	14	3	Bonus Feat, gunplay +2
8	+8	+2	+4	+4	+5	+6	16	4	Gun-fu Mastery, weapons expert
9	+9	+3	+4	+4	+5	+7	18	4	Bonus Feat
10	+10	+3	+5	+5	+6	+8	20	5	Vengeance

keeping track of the action when many characters are involved, allowing players to individually announce that it's their turn to act when the count matches their initiative total.

Many options presented in this section cause the agent's initiative totals to change over the course of the combat, so allowing the players to take up the workload of tracking who goes when can be a great help.

INITIATIVE DAMAGE

Some effects may cause an agent to suffer initiative damage. This is generally the result of some major unbalancing or disorienting impact (such as being thrown across a room by an explosion, or failing a save against certain types of gear). When this happens, the damage is subtracted from the agent's initiative total. Agents may also gain the option to accept an initiative penalty in exchange for a related bonus.

Suffering initiative damage may never grant the agent extra actions.

Example: Donovan has already taken his actions for the round on count 17 (equal to his initiative total). On count 15 an enemy agent causes him 3 points of initiative damage, reducing his initiative total to 14. He does not get to act again on count 14 this round. Donovan's next opportunity for action comes on count 14 of the following round. Unfortunately, this is after the enemy agent's next action on count 15 of the following round...

MAXIMUM INITIATIVE MODIFIERS

An agent's initiative total may only be modified by +10 or -10 each round, regardless of how much initiative damage or how many positive modifiers are applied (including regrouping, abilities, feats, and all other effects). Further, while action dice may be spent to increase an initiative *roll*, they may never be spent to increase an initiative *total*. Therefore, they only affect initiative on the first round of any combat, and may not be used to modify an initiative total once combat has commenced (except to activate an ability that does so, which is also limited by the +10 or -10 cap listed above).

REELING

When initiative damage reduces an agent's initiative total below 0, three things happen, in the following order:

1. The agent is sent reeling, and loses his next full action (normally taken on his original initiative count).
2. The agent becomes flat-footed, as if he had not yet been successfully attacked and his initiative turn had not yet come up at the start of combat. He remains flat-footed until his next initiative turn, or until he is successfully attacked, as normal.

3. The agent's initiative total is increased by +20, or to 1 (whichever is higher).

Example: An enemy agent inflicts 4 points of initiative damage on Neon-hand, whose current initiative total is 3. This drops Neon-hand's initiative count to -1. First, Neon-hand loses her next full action (which she should have taken on initiative count 4 this round). Second, Neon-hand's initiative total is increased to 19 (adding 20 to her current total of -1). Neon-hand's next action is on initiative count 19 the following round (this time before the enemy agent, unless something changes).

Example 2: Neon-hand has already taken her actions for the round on count 4 (equal to her current initiative total). On initiative count 3, several attacks and effects cause Neon-hand 7 points of initiative damage, reducing her initiative total to -3. She loses her next full action (the following round), and her initiative total is increased to 17 (adding 20 to her current total of -3). Neon-hand's next action is on initiative count 17 the round after next.

PRESSING

Agents with extremely high initiative totals may choose to convert their speed and tactical advantage into concrete results. If an agent's initiative total is greater than 25, he may press for an additional half action that round. The agent may take one half action when the count equals his initiative, but then loses 20 points from his initiative total. Twenty counts later, when his new initiative comes up again, he may take a full action.

If the agent is entitled to extra actions during the turn (for feats, special abilities, and the like), the agent may not combine the extra actions with his first bonus half action, but must instead take the extra actions at the same time as his full action later in the round.

No matter how high the agent's initiative total, he may never press more than once per turn.

Example: Donovan's initiative total reaches 29 after several regroup actions. On count 29, he presses for an extra action, taking one half action immediately and reducing his initiative total to 9. On count 9, Donovan receives a full action (or two half actions). If Donovan had the Surge of Speed feat, he could take an extra half action this round, but it would have to be on count 9.

NEW INITIATIVE MODIFIERS

The following modifiers cause an agent's initiative total to rise or fall depending on the flow of the action. Each modifier is applied each time it is triggered, but as described under reeling (*opposite*), may not increase or decrease an agent's initiative by more than 10 each round. These modifiers affect the initiative of agents and NPCs impartially.

Effects which actually cost the agent actions (such as being knocked prone) are not listed here – loss of an action is a more severe penalty than most forms of initiative damage.

TABLE 1.2: FLUID INITIATIVE MODIFIERS

Event	Init Modifier
Agent regroups (half action)	+5
Agent aims a weapon	+2
Agent braces a weapon	+1
Agent moves to ground higher than all opponents	+1
Agent saves vs. an explosion, taking no damage	–
Agent's speed is reduced by terrain	–1
Agent fires a tactical weapon	–2
Agent saves vs. an explosion, but takes damage	–2
Agent takes 1 or more wounds	–2
Agent becomes fatigued	–3
Agent uses a weapon he is not proficient with	–4*
Agent fails a save vs. an explosion	–5

* This modifier is applied only once, at the start of the round when the weapon is first used.

new movement actions

In fire combat, the ability to reposition is critical. Standing still and running around in the open are both excellent ways to wind up a target. The following movement actions can help your agent keep his head down when the air is thick with bullets.

CROUCHING (HALF ACTION)

Combatants rarely stand and walk erect in a tactical environment. Instead, agents stand or walk in a crouch, offering would-be attackers less of a target. This type of movement action is commonly taken by police when carefully approaching a suspect (not when running after a suspect – that's either a charge or run action). Crouching agents are slightly hunched over, with their legs deeply bent, but still upright and ready to spring into action.

When crouching, the agent may move no more than 10 feet per half action, but attackers suffer a –1 movement penalty to all ranged attacks against him. Even after a crouching agent stops moving, he is considered to remain in a crouching stance until he either goes prone, performs a standard move, runs, or stands up.

HIGH CRAWL (HALF ACTION)

High crawling involves moving on one's hands and knees. This movement action is best used when the agent is in close proximity to the enemy but is not

under direct observation or fire. The high crawl offers more speed than the low crawl action (*see below*), but still grants the benefit of a low silhouette.

When in a high crawl, the agent moves one 5-ft. square per half action and may still take his standard 5-ft. bonus step during the same round, as if he had taken no movement actions. This results in a total of 10 feet if high crawling for one half action, or 15 feet if high crawling for both half actions. Those attacking a high-crawling agent suffer a –3 movement penalty with all ranged attacks, but gain a +3 movement bonus with all melee attacks.

LOW CRAWL (5-FT STEP/FREE ACTION)

Low crawling is wiggling about in a prone posture, like a snake. This movement technique is best used when the agent is under direct enemy observation and fire, when it's necessary to give the opponents as little to target as possible. The low crawl offers an agent the lowest possible exposed silhouette (thus reducing the body shape his opponents may target to a minimum). This benefit comes at the expense of speed, however.

When in a low crawl, the agent is considered to be prone (*Spycraft Espionage Handbook*, page 177), but may still take his 5-ft. bonus step each round (he slides along the ground, never getting up). A low-crawling agent may not move in any way other than his 5-ft. bonus step.

DIAGONAL MOVEMENT AND DISTANCE (THE "5/10 RULE")

Spycraft uses a somewhat abstract system to determine movement and the relative positions of agents to their environment, placing everyone and everything on a grid of 5 ft. squares. This provides a clear frame of reference for movement and distances – so long as things are moving in a straight line. Diagonal movement requires a little more explanation.

When an agent moves diagonally for the first time in a movement action, this is considered 5 feet of his total move. Similarly if an agent moves only with his bonus 5-ft. step in any round, he may move diagonally into any adjacent unoccupied square.

The second diagonal move in a turn, however, is considered to be equivalent to 10 feet of the agent's movement. This extra cost provides a more rounded appearance to the squares that an agent can reach with his move action.

The third and all subsequent odd-numbered diagonal movements again count as 5 feet of the agent's total move for the round, while all even-numbered diagonal shifts are considered to be 10 feet of his total move for the round.

MODERN ARMS GUIDE

Diagonal movements are not all required to be in the same direction. Agents may use a combination of straight and diagonal moves to move in curves and circles (useful for circling around an opponent or obstacle) so long as every second diagonal move counts as 10 feet of his total movement for the round. This regular alternation between 5-ft. and 10-ft. diagonal moves is the impetus for the name of the '5/10 rule'.

Example: Neon-hand has a speed of 30 feet. She performs a normal move action. She could move six 5-ft. squares in a straight line, following the columns and rows of the grid (6 × 5 ft. = 30 ft.). She could also move up to four squares diagonally (5 ft. + 10 ft. + 5 ft. + 10 ft. = 30 ft.). She could move one square diagonally (counting as 5 ft.) and still move five more squares, or she could move one square diagonally (5 ft.), then three squares horizontally (a total of 15 ft.), then one more square diagonally (10 ft.).

If an agent makes two separate movement actions in a round, the 5/10 rule is applied to each movement action separately.

Example: Neon-hand makes three diagonal moves during her first movement action this round. The first

diagonal move during her second movement action still counts only as 5 feet, even though she has made an odd number of diagonal moves previously during this turn.

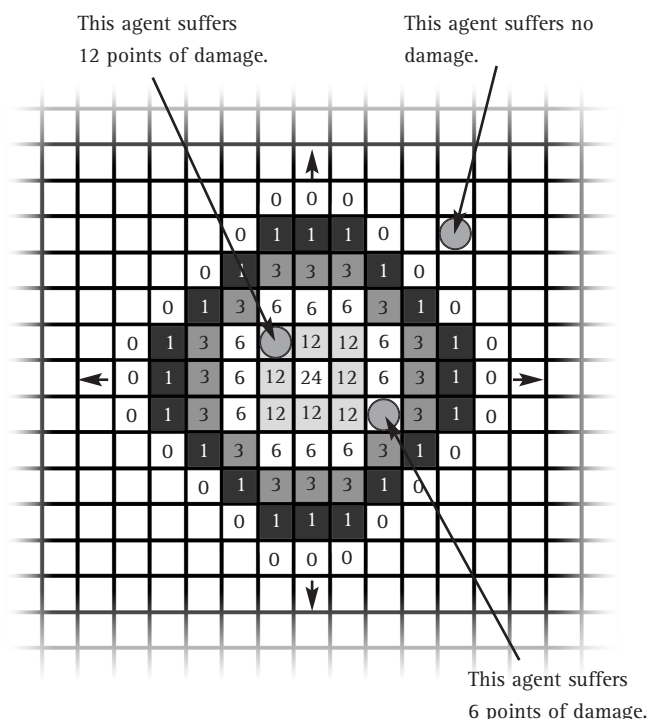
Distance between agents or objects on the movement grid is likewise counted by treating every other diagonal increment as 10 feet. Again this gives a more rounded shape to what should be a circular radius. This is particularly evident when determining the blast distance of an explosion or similar effect from a central point, as illustrated on the Revised Blast Damage diagram (see below).

MORALE

In combat – and especially in fire combat – few combatants regularly fight to the last man. The point at which a group or individual starts looking for a way out is dependent on the group or individual's morale and the leadership ability of the person in charge.

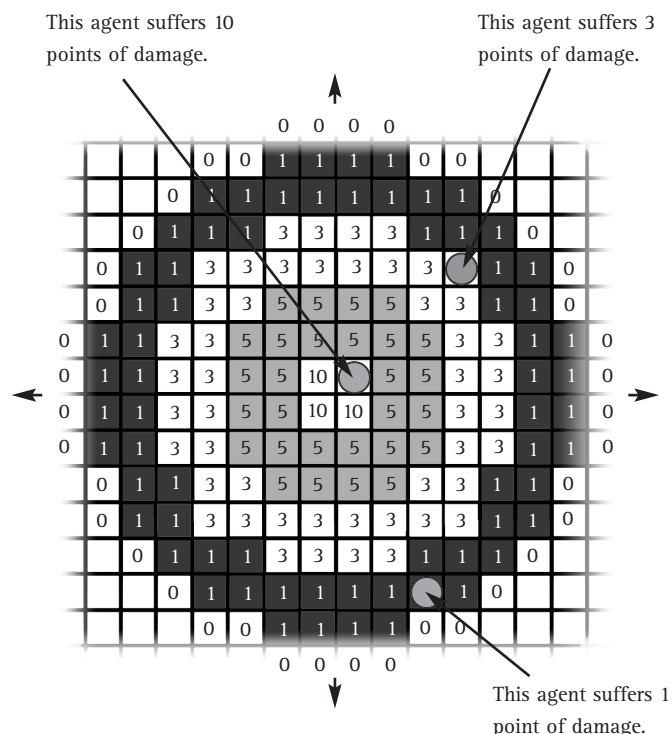
This set of rules allows the GC to incorporate the effects of morale into his game. These morale rules should only be used to affect the actions of NPCs. An agent's actions should always be left to the discretion of the player controlling him.

BLAST DAMAGE (REVISED)



24 points of blast damage with a blast increment of 1 square.

1 square = 5 feet



10 points of blast damage with a blast increment of 2 squares.

Note: This blast diagram updates and replaces the diagram that first appeared on page 172 of the *Spycraft Espionage Handbook*.

MORALE CHECKS

There are several events, or 'triggers,' that prompt an NPC group to check their morale. When one of these triggers occurs, the GC makes a Will save against a DC determined by the triggering event.

TABLE 1.3: MORALE TRIGGERS

Trigger	Morale Check DC*
NPC(s) under intense automatic weapons fire	10
NPC(s) facing a superior force	10
1/4 of NPC/group incapacitated	10
1/2 of NPC/group incapacitated	15
3/4 of NPC/group incapacitated	20
NPC group's leader is incapacitated	25
NPC group's leader gives suicidal order	20
NPC(s) facing person with grisly weapon (e.g. a flamethrower)	15
NPC(s) surrounded/situation appears hopeless	30

* The GC may choose to have any NPC voluntarily fail a Will save at any time.

The GC should make morale checks for masterminds, henchmen, foils, and special NPCs individually, while standard NPCs and minions should be rolled for as a group (i.e. a morale check is made for each squad of minions or convenient grouping of standard NPCs).

MORALE MODIFIERS

When making a morale check, the GC applies all the modifiers seen on Table 1.5: Morale Modifiers, as well as the Charisma modifier of the NPC/group's leader, if any. Lone NPCs (including leaders with no one left to command), and those without a leader (including those whose leader has just died) do not gain the benefit of a Charisma modifier.

MORALE EFFECTS

Based on the results of the morale check, the GC applies the following effects to the NPC or NPC group:

TABLE 1.4: MORALE EFFECT

Morale Check	Effect
Success	No effect
Failed by 1–5 points	Withdrawal
Failed by 6–10 points	Retreat
Failed by 11–15 points	Surrender
Failed by 16+ points	Rout

Withdrawal: The NPC(s) attempt to break contact with their opponents in an organized fashion. Each NPC uses his bonus 5-ft. step to move away from the focus of any combat (or takes a move action if required) to assume a new covered or concealed position, and then

re-engages the enemy, providing cover for allies. The NPCs continue to withdraw until they successfully gain cover or concealment, or until their leader successfully rallies them (*see below*). Withdrawing NPCs always attempt to bring along wounded or slain comrades.

Retreat: This result is similar to a withdrawal except that the distance covered is greater and a retreat is less organized. Members of the retreating group continue to take movement actions until they are at least their speed in feet away from their opponents (if in melee combat) or out of line of sight (if in ranged combat). Only then, or if their leader successfully rallies them, do the NPCs reengage the enemy. Retreating NPCs may attempt to carry out wounded or slain comrades, at the GC's discretion.

Surrender: The NPCs stop fighting their opponents and attempt to surrender to them. If the enemy refuses to give quarter, the NPCs rout (*see next*).

Rout: Routed NPCs immediately break (attempt to disengage the enemy) and run for cover. They do not provide covering fire for anyone left behind and will not turn or reengage the enemy. They make no attempt to take along any wounded or killed slain comrades.

TABLE 1.5: MORALE MODIFIERS

Condition	Morale Modifier
<i>NPC's Disposition Toward Leader</i>	
Ally	+4
Helpful	+2
Friendly	+1
Neutral	—
Unfriendly	–1
Hostile	–2
Adversary	–4
<i>NPC's Previous Morale Check Result</i>	
Success	+2
Withdrawal	—
Retreat	–2
Surrender	–4
Rout	–6
<i>Surrounding Terrain</i>	
NPC on higher ground than morale trigger	+2
NPC in the open	–4
NPC has 1/4 cover/concealment	+1
NPC has 1/2 cover/concealment	+2
NPC has 3/4 cover/concealment	+4
NPC has 9/10 cover/concealment	+6
NPC has total cover/concealment	+8
<i>Vehicles</i>	
NPC is in a vehicle	+2
NPC is in an armored vehicle (hardness 10+)	+5

RALLYING THE TROOPS

The leader of an NPC or group may attempt to rally his troops at any time to alter the results of a failed morale check. A leader suffering from morale effects may not rally his troops, but he may rally himself.

Rallying troops requires a full action, at which time the NPC/group is allowed to make a new save (applying the appropriate penalty for having failed the previous check — see *Table 1.5: Morale Modifiers*). The result of this morale check is applied immediately, unless it is worse than the previous check; the result of this save cannot worsen the group's initially failed morale result, unless the leader scores a critical failure with the roll.

ADVANCED GEAR RULES

While focusing predominantly on using and modifying firearms, this section also includes qualities for all items throughout this book, and rules for acquiring, concealing, and damaging all types of gear.

NEW GEAR QUALITIES

The following new qualities apply to several types of gear presented in this book, and may appear in future supplements. Though mainly applied to weapons and ammunition types, many other types of gear may be tagged with these qualities as well.

All qualities are assumed to be in effect at all times (that is, you can't turn them on and off when you like). Many qualities require you to have the weapon group proficiency for the weapon you are using to benefit from them — these are marked with an asterisk (“*”).

Finally, a two-letter code is listed beside each quality. These are used to show which items and weapons have each quality on the master tables throughout this book (see *Chapters 2–8*).

Advanced Aim* (AA): This gear is designed or modified to provide extreme precision. A common weapon example is the ‘set trigger,’ a second trigger that is primed when the agent holds the first trigger down. This allows the weapon to be held ‘at the ready,’ so that flinches or a hard trigger pull won't affect the agent's shot. When the agent spends a full round to make a standard attack with a weapon that has the advanced aim quality — after having aimed, requiring another half action — the bonus from his aim action is increased by +1 (to +2).

Armor-defeating* (AD): Attacks with this weapon ignore a target's first 10 points of damage reduction or hardness. However, the weapon tends to grossly overpenetrate, so soft targets (see *page 138*) suffer only one-half normal damage, rounded up. If both the weapon and its ammunition have the armor-defeating quality the effects stack, and attacks with the weapon/ammuni-

tion combo ignore the first 15 points of damage reduction or hardness.

Armor-piercing* (AP): Attacks with this weapon ignore a target's first 3 points of damage reduction or hardness. If both the weapon and its ammunition have the armor-piercing quality the effects stack, and attacks with the weapon/ammunition combo ignore the first 5 points of damage reduction or hardness.

Awkward (AK): Gear with this quality is difficult to use. The cause of this condition is determined by the type of gear, and may range from heavy recoil or a stiff trigger (for firearms) to poor balance or questionable design (for melee, hurled, and exotic weapons) to a wide variety of other factors for other types of gear, as defined by the GC. Agents using an awkward item suffer a one-time –2 penalty to their initiative totals at the start of every combat. This modifier is applied only once, not every round.

Bullpup (BP)*: This firearm places the action behind the trigger assembly, reducing the weapon's overall length. The DCs of all Spot or Search checks to notice an agent carrying a bullpup weapon are increased by +1. Further, when a bullpup weapon is fired in strafe mode, the shooter gains a +1 gear bonus to all autofire and strafe attacks.

Coil* (CL): Certain heavy, flexible weapons are able to wrap around an opponent's defenses to deliver a crushing blow even when blocked. Any Defense bonus an opponent gains from fighting defensively is halved against attacks made with coil weapons.

Collapsible Stock (CS): This weapon features a shoulder stock that either folds or telescopes down to a discreet shape, reducing the weapon's overall length and breaking up its visual profile. When the stock is folded, the DC for Spot and Search checks made to locate the weapon on an agent's person are increased by +1. It takes one half action to extend a collapsed stock. Firing the weapon with the stock folded decreases its range increment by 10 feet and inflicts a –3 gear penalty to all attack rolls made with it.

Composite (CP): This gear has virtually no metallic parts, using advanced polymers or ceramics for the frame, slide, and other major elements. It is invisible to metal detection systems — but in the case of a weapon the ammunition is not, so composite weapons must be unloaded to bypass most modern security stations. Composite items are still fully visible to x-ray technology and manual searches.

Dangerous (DA): This weapon is known to misfire at inopportune moments, even when the safety is on. An agent carrying a dangerous weapon out of combat makes an error check once each day when the weapon is in Condition 2, once each hour when the weapon is in Condition 1, and once each half hour when the weapon is in Condition 0. See *page 21* for more about *Condition of Carry* rules.

Dependable* (DP): This gear very rarely malfunctions. When an error is rolled using it, an extra action die must be spent to activate a mechanical critical failure (*Spycraft Espionage Handbook*, page 228, and page 22 of this book). This does not increase the action die cost for other sorts of critical failures (such as hitting bystanders).

Discreet* (DT): Through its compact size or unusual shape, this gear is difficult to find. The DCs for all Spot and Search checks to notice it – whether on the agent's person or not – are increased by +2.

Disposable (DI): This gear is designed to be used once and then discarded. It may not be reloaded. Unlike most weapons and some other items, film, ammunition, and the like need not be purchased separately for this item – it is physically built into the gear, and is factored into the item's BP cost and actual cost.

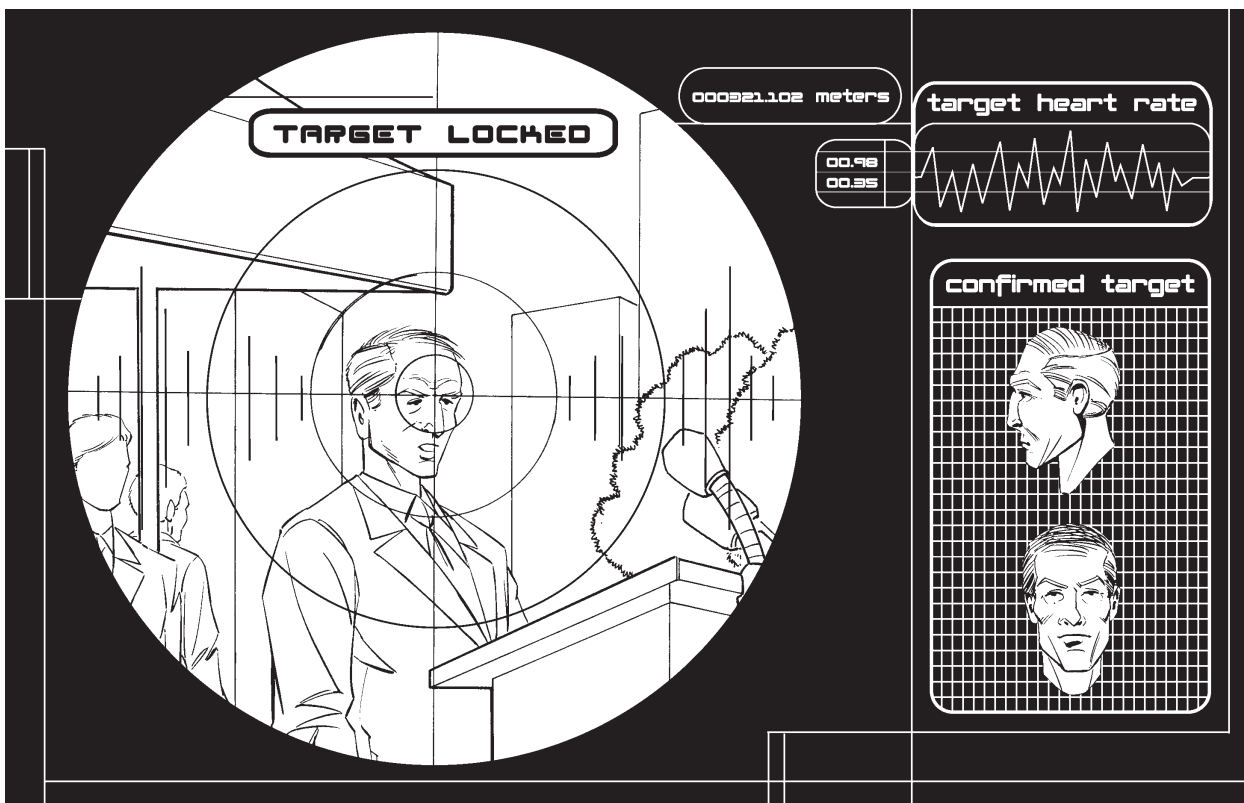
Double-safe* (DS): This weapon's elaborate security mechanisms ensure that it won't go off while the safety is engaged, no matter how it is jarred or mistreated, and is unlikely to misfire even when the safety is off. An agent carrying a double-safe weapon out of combat only makes an error check once each day when the weapon is in Condition 0, and never makes an error check when the weapon is carried in Condition 1. See page 21 for more about Condition of Carry rules.

Fast-load* (FL): This weapon has features designed to aid quick reloading. The agent gains a +2 gear bonus to his initiative total when spending a half action to reload.

Guard* (GD): A number of weapons are designed to aid when defending as well as attacking. Guard weapons grant a +1 gear bonus to the wielder's Defense against melee and unarmed attacks. If the wielder has the Two Weapon Fighting feat, he may hold a weapon with the guard quality in his off hand and still gain this benefit, even if he doesn't attack with it. If an agent with Two Weapon Fighting has a guard weapon in each hand, the bonuses stack, and he gains +2 gear bonus to his Defense. All guard weapon bonuses are lost if the agent is denied his Dexterity bonus.

Hook* (HK): Some archaic and martial arts weapons have a large open hook to ensnare a human limb, making it easy to pull an ensnared target off balance. An agent may use this weapon to make a trip attack. The wielder of a hook weapon gains a +2 gear bonus to all trip actions. If the agent is tripped as a result of his own trip attempt, he may drop the weapon to avoid being tripped himself.

Integral (IN): The weapon has one or more accessories, modifications, or other weapons attached to it. The integral quality is always followed by the accessories or modifications that are attached to the weapon.



These items cannot be removed and may fill some or all of the weapon's accessory locations (see page 106). The cost for all integral items is factored into the weapon's BP cost and actual cost.

Limited Vision (LV): Using this gear restricts the agent's field of view, making him more vulnerable to the unexpected. While using an item with the limited vision quality, the agent suffers a -2 gear penalty to all Reflex saves.

Long Reach* (LR): Some martial arts weapons use ropes, chains, or other extremely long parts to allow the wielder to attack opponents as much as 15 feet away. These weapons operate like weapons with the reach quality in all respects (including the -5 gear penalty to attack adjacent opponents), except that the free single attack is triggered by opponents crossing the 15-ft. mark in a single action. Opponents moving from 15 feet or less to adjacent in a single action do not grant the wielder of a long reach weapon any additional attacks.

Modular* (MD): Many modern gear and weapons systems are comprised of sets of proprietary items that link together quickly and easily. The time required to attach or remove accessories with a modular item is only one half action (see page 106). However, each accessory must still be requisitioned independently of the base item or weapon (unless the gear description says otherwise), and the cost of each accessory requisitioned separately for the item or weapon is increased by +1 BP or +\$50. Also, all accessories requisitioned for modular gear systems are proprietary to that system, and may not be attached to any other item or weapon.

Multi-chambered (MC): This weapon is capable of firing several sizes of ammunition. The specific types it may fire are included in the weapon description.

Multi-part (MP): This gear may be broken down into two or more smaller parts, usually allowing it to be concealed within a briefcase or similar carrier. Breaking the item down requires one full action and effectively reduces the weapon's size by 1 category (e.g. from large to medium, from medium to small, or from small to tiny). Reassembling the weapon likewise requires one full action and returns the item to its normal (operational) size.

Powered (PW): This gear operates on internal batteries and may fail under field conditions. It works normally for 5 minutes (50 rounds), but each time it is used thereafter without a recharge, the agent must roll a d20. This roll initially has an error range of 1. With a roll of 20, the error range increases by 1 (first to 1-2, then to 1-3, and so on). If the agent rolls an error, the GC may spend an action die to cause the item's power to run down, requiring new batteries or a recharge. Replacing the batteries of such a device requires 1 full action. Recharging requires 1d10+2 rounds. Either method

QUICK 'N' DIRTY MASTERWORK ITEMS

Though it's possible to circumvent the standard masterwork system, most professionals would advise against it, and with good reason. Any character – whether skilled or not – may voluntarily perform a quick 'n' dirty masterwork modification with rudimentary instruction (as can be found on the Internet or any well-stocked public library), but the process has a profound impact upon the item's performance.

Each quick 'n' dirty modification reduces the amount of time required by half (rounded down), and cuts the cost of materials to 1/10 normal (again rounded down). This cost may only be paid with field expenses, as BP may never be used for quick 'n' dirty masterwork options.

With a successful skill check, the item gains the effects of the desired masterwork modification, but its error range also increases by 2 (e.g. from 1-2 to 1-4), and if the agent ever scores an error with it, the GC must only spend one action die to unleash the worst possible critical failure, up to and including the destruction of the weapon.

Two examples of real-world critical failures include a runaway gun result for a failed automatic action conversion and a chamber explosion for a failed attempt to chamber a weapon for magnum rounds (see page 22 for more about these failures).

refreshes the cycle, offering the agent another 5 minutes before he must roll again, and resetting the roll's error range to 1. The weapon or gear description, or the GC, may note that some powered gear may not be recharged (i.e. that it requires new batteries), and that some powered gear is disposable (i.e. that it must be thrown away once the power runs down).

Reach* (RH): Many archaic weapons are designed to keep a foe at bay, allowing the wielder to attack opponents up to 10 feet away. Conversely, weapons with the reach quality are less useful once an opponent has approached closer, and attacks against opponents adjacent to the agent suffer a -5 gear penalty. If an opponent moves from more than 10 feet away from the agent to adjacent to him with a single action (without stopping), the agent receives a single attack upon that opponent before he may complete his movement. This bonus single attack is a free action.

Rugged (RG): This gear can withstand abuse and continue to operate perfectly. The item's hardness is increased by +2. If the item has no hardness rating, it gains a hardness rating of 2.

Streamlined* (SL): This gear is either cast or has been meticulously filed to prevent jagged edges, sharp corners, and burrs. The item's extremely smooth surface allows it to be drawn from a holster or sheath with no chance of mishap. The agent need not make an error check when drawing an item with the streamlined quality. Further, if the agent spends a half action to draw this item, his initiative total is increased by 2. Streamlined gear may not be fitted with a scope, light, or laser targeting system.

Suppressed (SP): This weapon has a built-in flash suppressor/silencer, or other means of quiet, low-key operation. This inflicts a -4 gear penalty to all Spot and Listen checks made to notice the shooter when he uses the weapon.

Sure-grip* (SG): The handle or grip of this gear is fitted with customized pads to improve control. This item is not subject to drop results (such as from failing an error check when drawing the item), and grants the wielder a +2 gear bonus to oppose disarm attempts.

Takedown* (TD): This weapon's combination of caliber and muzzle velocity produces a high level of kinetic transfer to human targets, sending them sprawling. Targets of this weapon's attacks must make a Fortitude save (DC equal to 10 + the damage inflicted, after damage reduction and hardness are applied) or be knocked prone.

Tassel* (TS): Many Chinese weapons incorporate a long, colored tassel which darts about as the weapon is used. This is highly distracting and agents using a tassel weapon gain a +1 gear bonus to all feint attempts. If an agent using a tassel weapon has the Two Weapon Fighting feat and is armed with two weapons with the tassel quality, this bonus is increased to +2.

Trap* (TP): A number of weapons include a slot or gap to catch an opponent's weapon and yank it out of his hands. Agents using a weapon with the trap quality gain a +2 gear bonus to all disarm actions.

Whisper-lock* (WL): This quality may be turned on or off with a half action. When the quality is active and the weapon has an attached and functional silencer, it inflicts a -8 gear penalty upon Listen and Spot checks made to hear the weapon when it is fired in single-shot mode (this modifier replaces the -4 modifier gained when using a silencer — the two penalties don't stack). However, when the whisper-lock quality is active, the agent must spend a half action after each attack to ready the weapon to be fired again.

MASTERWORK FIREARMS

Though Chapter 5 features a wide variety of firearms both modern and classic, including many cutting-edge 'vanguard' weapons, agents sometimes desire something special. The Agency's gunsmiths are capable of making many impressive modifications to even the most capa-

ble firearms, and skilled agents can often do the same. This section covers the basics of such 'masterwork' weapons, and the many options available for them.

Rules for applying masterwork modifications are found under Craft (Gunsmithing) on page 6.

The cost of all masterwork modification BP or actual costs are added to an item's total value. If the agent allocates this value from his personal budget the Agency replaces the item with all successfully added modifications if it is lost or destroyed. If the cost is paid from the agent's mission budget or field expenses (cash), the Agency does not replace the item (though the stock version may be replaced if it is part of the agent's personal gear). Otherwise masterwork modifications are permanent from serial to serial.

When adding a second or later masterwork modification to the same firearm, add +2 BP or +\$200 per previous modification to the cost.

ACTION MODIFICATIONS

Automatic Action (pistols, assault rifles only): This modification converts a semi-automatic firearm to full automatic, granting it the burst and strafe abilities (*Spycraft Espionage Handbook, pages 166 and 167*). Cost: 16 BP or \$1,200.

Hair Trigger: The trigger has been modified to be sensitive to the slightest touch. This grants the weapon both the advanced aim and dangerous qualities. Cost: 4 BP or \$500.

Improved Safety: The weapon's safety is retuned to prevent misfires and malfunctions. This grants the weapon the double-safe quality. This is a delicate procedure, and if the gunsmith scores a critical failure, the dangerous quality is applied to the weapon instead. Cost: 8 BP or \$800.

Locking Slide: This modification adds a catch that holds the firearm's slide in place after each shot, eliminating the sound made when a round is rechambered. This adds the whisper-lock quality to the weapon. Cost: 12 BP or \$800.

Magnum Chamber: This modification rechambers the firearm for 'hot loads,' increasing its durability and allowing it to use hand-load magnum charge shots without increased error range (*see page 6*). Cost: 6 BP or \$600.

Rebuilt Action: Modifying a firearm in this fashion requires the gunsmith to completely break down and rebuild the action assembly, a daunting task even for skilled craftsmen. When the work is done, however, each part of the weapon is stress-tested and specifically calibrated for optimum efficiency, adding the dependable quality. Cost: 12 BP or \$1,500.

Smoothed Action (pistols, rifles only): The craftsman checks all the firearm's vital areas for exact toler-

ances and reworks the action to precise tolerances, making it very reliable and accurate. This modification reduces the firearm's error range by 1 (to a minimum of 1). *Cost:* 14 BP or \$800.

Trigger Job: This modification improves the firearm's existing trigger action, making it crisper and more consistent. At the start of each combat, an agent firing a weapon with the trigger job modification gains a +1 masterwork bonus to his initiative total. This bonus is added only once, at the start of each combat, rather than every round. This bonus may be combined with the effects of a custom-fitted stock (*see opposite*). The trigger job modification may not be applied to weapons with the awkward quality. *Cost:* 10 BP or \$800.

BARREL MODIFICATIONS

Bull Barrel (rifles, shotguns only): This modification replaces the firearm's existing barrel with a heavier 'bull' version that is more resistant to abuse. This increases all four of the weapon's wound thresholds (*see page 24*), adding +6 to the first, +8 to the second, and +10 to the third and fourth. Thus, an assault rifle with a bull barrel would have the following wound thresholds: 10/16/22/25 (originally 4/8/12/15). Firearms with this modification gain +1 lb. of weight. The firearm must have a custom-fitted stock already installed before this modification may be applied (*see Stock/Grip Modifications, opposite*). *Cost:* 8 BP or \$800.

Cryogenic Treatment (rifles, shotguns only): This treatment exposes the firearm's barrel to extreme cold and increases its ability to resist vibration. When the

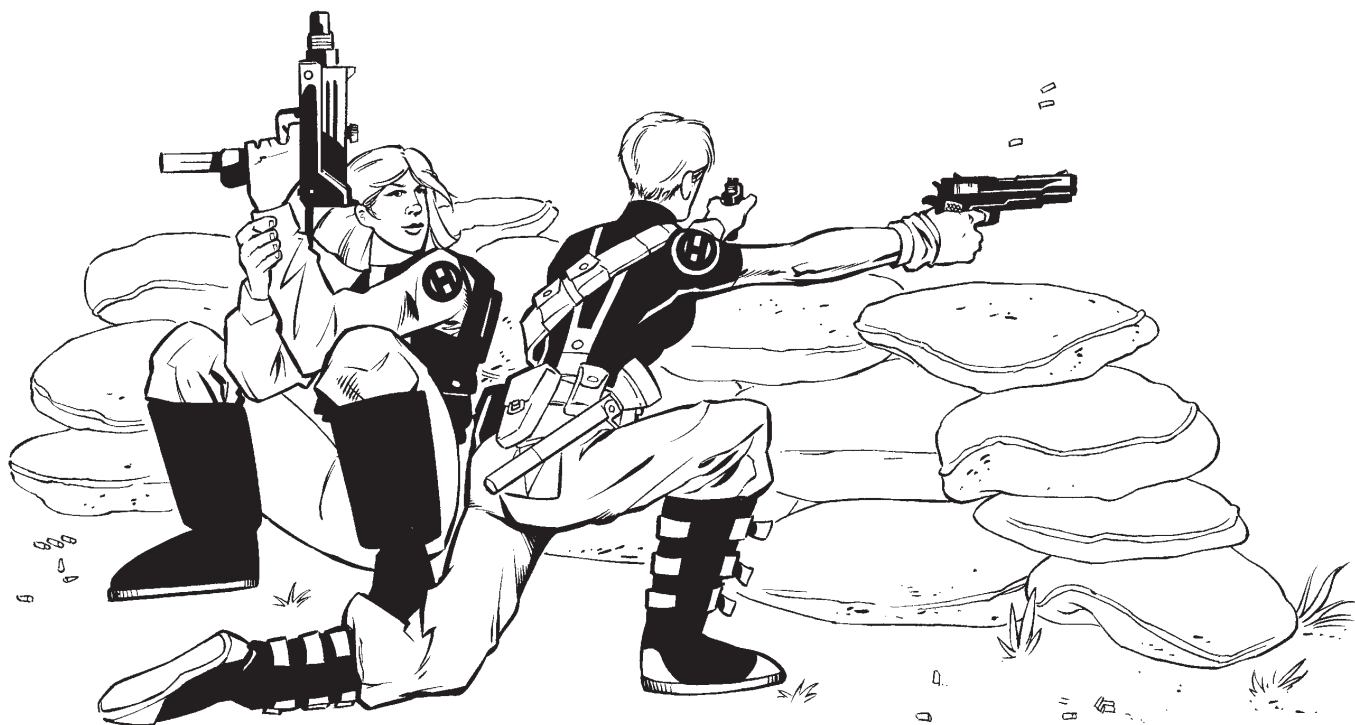
agent uses a cryogenically treated firearm to make a standard attack, he gains a +1 masterwork bonus to his attack roll. This modification may only be applied to a firearm with a bull barrel (*see left*). *Cost:* 10 BP or \$1,200.

Floating Barrel: This modification inserts a bed of fiberglass between the barrel and stock, countering the minute accuracy modifiers suffered when the stock expands or constricts under extreme temperatures. When using a firearm with a floating barrel to make a standard attack, the agent gains a +1 masterwork bonus to his attack roll. This modification may not be added to a firearm with a bull barrel (*see left*). *Cost:* 10 BP or \$600.

Heavy Barrel (machineguns only): This modification installs a strengthened barrel which is less likely to overheat during automatic weapons fire. This modification has several effects. First, it applies a -1 masterwork modifier to the weapon's recoil. Second, it decreases the weapon's error range by 1, to a minimum of 1 (i.e. if a firearm's original error range was 1-3, it would drop to 1-2 after this modification). Third, it applies the awkward quality to the weapon. Finally, it adds 2 lbs. to the weapon's weight. *Cost:* 8 BP or \$1,000.

Long Barrel (Revolvers, Shotguns Only): This modification replaces the firearm's existing barrel with a longer version, increasing the weapon's range increment by 5 feet. *Cost:* 10 BP or \$600.

Ported Barrel (pistols, rifles, SMGs only): This modification vents the firearm's barrel, reducing its recoil by 2 (*see page 56*). *Cost:* 8 BP or \$600.



Short Barrel (Revolvers, Shotguns Only): This popular modification replaces the firearm's existing barrel with a shorter version, or shortens the existing barrel. "Sawed-off shotguns" are one example of this modification. When firing a weapon with a short barrel, the agent suffers a -1 masterwork penalty to attack rolls. However, the DCs of all Spot and Search checks to notice the weapon on the agent's person are increased by +1, and the agent gains a +1 masterwork bonus to all attempts to Hide the weapon from view. *Cost:* 6 BP or \$400.

Smoothbore Barrel (pistols, revolvers, rifles only): This modification removes the rifling inside a firearm's barrel, greatly reducing the weapon's accuracy over distance (agents firing it suffer double the normal range penalties to all attack rolls) but also removing all marks on bullets fired from it. This effectively prevents others from linking the firearm to a shooting through ballistics. *Cost:* 6 BP or \$400.

Suppressor (pistols, rifles only): This modification incorporates a sound and flash suppressor into the firearm, adding the suppressed quality. *Cost:* 14 BP or \$700.

MISCELLANEOUS MODIFICATIONS

Accessory Mount: This modification adds an accessory mount to the firearm's barrel, grip, or rail, allowing the agent to attach peripherals to the weapon per the rules in Chapter 6 (*see page 106*). *Cost:* 4 BP or \$100.

Composite Body: This pricey modification replaces all of the firearm's metal pieces with ceramic or plastic counterparts, rendering it invisible to most modern security devices and adding the composite quality. *Cost:* 14 BP or \$2,000.

De-burred Frame (revolvers, pistols only): De-burring a firearm removes all sharp edges from the weapon, preventing it from snagging on the shooter's clothing when it is drawn. Performing this modification adds the streamlined quality to the weapon. *Cost:* 8 BP or \$300.

Disassembly Option: By creating several external "break points" in the firearm, the gunsmith may set it up to be quickly broken into two or more smaller parts for easy concealment and transport. This adds the multi-part quality to the weapon. *Cost:* 8 BP or \$1,000.

Double Trigger (sniper rifles only): This modification installs an extra set trigger to the gun's firing mechanism, adding the advanced aim quality to the weapon. *Cost:* 8 BP or \$600.

Double Weapon (rifles, shotguns, and SMGs only): This modification mounts a shotgun or grenade launcher to the underbarrel rail of a rifle, shotgun, or SMG, effectively allowing either weapon to be fired at any

time during combat without penalty. The double weapon modification requires GC approval, and the agent must pay for both weapons in addition to the masterwork modification cost. *Cost:* 16 BP or \$2,000.

Shock Resistance: With calculated placement of fiberglass buffers, most firearms may be prepped to reduce the damage taken from sharp impacts, adding the rugged quality. *Cost:* 10 BP or \$600.

STOCK/GRIP MODIFICATIONS

Custom Grip: By molding a leather, plastic, or rubber grip especially for the weapon and agent, a gunsmith can add the sure-grip quality to any firearm. However, other characters who use the firearm with the custom grip suffers a -1 masterwork penalty to their attack roll. *Cost:* 6 BP or \$300.

Custom Stock: The firearm's stock and grip are modified to meet the agent's exact measurements. At the start of each combat, an agent firing a weapon with a custom-fitted stock gains a +1 masterwork bonus to his initiative total. This bonus is added only once, at the start of each combat, rather than every round. When anyone other than the agent uses this weapon in combat, the +1 bonus to initiative becomes an -1 penalty. This bonus/penalty may be combined with the effects of a trigger job (*see opposite*). *Cost:* 10 BP or \$800.

Folding Stock (rifles, shotguns, SMGs, machineguns only): This modification replaces the firearm's factory stock with an aftermarket folding model, making it more compact to store and conceal. This adds the collapsible stock quality to this weapon. *Cost:* 6 BP or \$300.

Inertial Recoil Compensator (rifles, shotguns only): This adds an inertial counterweight in a tube within the weapon's stock, applying a -2 masterwork modifier to the weapon's recoil. *Cost:* 8 BP or \$800.

Print-less Stock: This modification adds a special coating to the firearm's grip and stock, making it impossible to lift a useful set of fingerprints from them. *Cost:* 8 BP or \$1,000.

Smoothered Well: This modification polishes any minor imperfections within a firearm's loading well, allowing magazines to be loaded quickly and with little chance of error. This modification adds the fast-load quality to the weapon. *Cost:* 10 BP or \$800.

OTHER MASTERWORK WEAPONS

Like firearms, any melee, hurled, or exotic weapon may be elevated to masterwork status. *Rules for applying masterwork modifications to melee, hurled, and exotic weapons are found under Craft (Weapon-smithing) on page 7.*

As with firearms, when adding a second or later masterwork modification to the same weapon, add +2 BP or +\$200 per previous modification to the cost.

MELEE, HURLED, AND EXOTIC MASTERWORK MODIFICATIONS

Composite Body: The weapon is made entirely of modern plastics, polymers, and other materials, ensuring that it cannot be seen by most modern security. This modification adds the composite quality to the weapon. *Cost:* 12 BP or \$1,500.

Custom Handle: The weapon's handle is specifically fitted to the agent's hands, granting it the sure-grip quality when he uses it in battle. When anyone else uses the weapon, however, the weapon loses the sure-grip quality and inflicts a -2 masterwork penalty on all attempts to oppose disarm checks. *Cost:* 6 BP or \$300.

Disassembly Option: After this modification, the weapon may be broken down into two or more parts for easy concealment and transport. Modern swords, crossbows, and polearms are all commonly given this modification, which adds the multi-part quality to the weapon. *Cost:* 6 BP or \$600.

Ergonomic Form: This modification focuses on the weapon's sharp edges and/or bulk, reducing the chance of a snag or other mishap when drawing it. This adds the streamlined quality to the weapon. *Cost:* 6 BP or \$300.

Expert Craftsmanship: The pinnacle of weapon-smithing – whether ancient or modern – this modification grants the wielder a +1 masterwork bonus to all attack rolls using the weapon. *Cost:* 12 BP or \$1,000.

Increased Durability: This modification makes the weapon harder to break, increasing all four of its wound thresholds (see page 24), adding +3 to the first, +4 to the second, and +5 to the third and fourth. Thus, a large hurled weapon with increased durability would have the following wound thresholds: 5/8/11/15 (originally 2/4/6/10). Weapons with this modification gain +1 lb. of weight. This modification may be applied to any single melee, hurled, or exotic weapon up to three times, gaining the same benefit each time. All such modifications are cumulative. *Cost:* 3 BP or \$300 (per modification).

Lethal Tuning: This modification might represent a sword's razor-sharp edge, folded hundreds if not thousands of times. It might also represent a spear's custom-built tip, or even the extra knobs and barbs on a war hammer. Regardless, it grants a +1 masterwork bonus to all damage rolls using the weapon. *Cost:* 12 BP or \$1,200.

Perfect Balance: This weapon's weight is balanced perfectly for the agent. When he uses the weapon in combat, he gains a +2 masterwork bonus to his initiative total. All other characters suffer a -1 penalty to their initiative total when using this weapon in combat. This modifier is applied only once, at the start of each

combat, rather than every round. The perfect balance modification may not be applied to weapons with the awkward quality. *Cost:* 10 BP or \$800.

Reduced Weight: Using modern polymers and reconstruction techniques a melee, hurled, or exotic weapon's weight may be reduced by 10%. Thus, if the weapon normally weighs 160 oz., this modification would reduce its weight to 144 oz. This modification may be applied to any single melee, hurled, or exotic weapon up to three times. All such modifications are cumulative. *Cost:* 3 BP or \$300 (per modification).

Shock Resistance: With advanced tempering techniques and coats of special protective lacquers, nearly any weapon may be made shock resistant, adding the rugged quality. *Cost:* 10 BP or \$600.

OTHER MASTERWORKS GEAR

Masterwork gear is not limited to weapons. The agent or a professional NPC may modify any existing piece of gear, including computers, surveillance equipment, and even kits.

This process is similar to the gunsmithing rules for modifying firearms, and involves one of the following skills, depending on the nature of the gear to be modified:

- **Computers:** Used to modify computers and computerized controls and systems.
- **Electronics:** Used to modify all non-computerized electronic devices.
- **Mechanics:** Used to modify all mechanical gear.
- **Surveillance:** Used to modify all surveillance gear, including cameras, bugs, and the like.

Any gear not covered by one of these skills is modified using a specialization in the Craft skill, as defined by the Game Control.

When adding a masterwork modification to gear, the DC is 25 plus the number of masterwork modifications the gear already has.

When you add masterwork modifications to a piece of gear yourself, the cost for each modification is half the amount listed here, but there is a chance of error or critical failure, as usual for skill checks. An error means that the weapon may no longer be modified in any way, while a critical failure results in the gear's destruction.

Paying someone else to add masterwork modifications to gear ensures no chance of error or critical failure, at the full cost for each modification, as described below. The total cost of any modification must be paid before the modification may be attempted. Others take 1 full day (24 hours) to complete the modification, though with GC approval you may pay three times the standard cost to receive the modified item back in 12 hours.

OTHER GEAR MODIFICATIONS

Composite Body: Same as Composite Body under Melee, Hurlled, and Exotic Weapon Modifications (*opposite*). *Cost:* 12 BP or \$1,500.

Cracked Software: Any software may be upgraded with rogue military- or professional-grade code, greatly enhancing its efficiency. The GC may require that an agent go through the illegal arms trade to obtain this modification (*see page 25*). When using cracked software, the agent gains a +2 masterwork bonus on top of any bonus the software naturally offers. If the software offers no bonus, then either the cracked software offers a bonus of the GC's invention, or the software may not be upgraded this way. *Cost:* 12 BP or \$1,000.

Custom Grip: Same as Custom Handle under Melee, Hurlled, and Exotic Weapon Modifications (*opposite*). *Cost:* 6 BP or \$300.

Disassembly Option: Same as Disassembly Option under Melee, Hurlled, and Exotic Weapon Modifications (*opposite*). *Cost:* 6 BP or \$600.

Increased Durability: Same as Increased Durability under Melee, Hurlled, and Exotic Weapon Modifications (*opposite*). *Cost:* 3 BP or \$300 (per modification).

Reduced Weight: Same as Reduced Weight under Melee, Hurlled, and Exotic Weapon Modifications (*opposite*). *Cost:* 3 BP or \$300 (per modification).

Shock Resistance: Same as Shock Resistance under Melee, Hurlled, and Exotic Weapon Modifications (*opposite*). *Cost:* 10 BP or \$600.

Superior Tools: This modification may only be applied to kits. The time and resources spent on this modification are used to track down or fabricate certain high-end tools to enhance the kit's performance. When using a kit containing superior tools, the agent not only ignores the -4 penalty for not having a kit, he gains an additional +2 masterwork bonus to all appropriate skill checks. *Cost:* 12 BP or \$1,000.

CONDITION OF CARRY

Condition of Carry is a standard military term describing a firearm's state of readiness. A firearm's current condition of carry affects the amount of time required to bring it into action and the chance of mishap while carried, if any.

There are five conditions of carry.

Condition 4 ("Safe"): A firearm carried in condition 4 is completely empty of ammunition (no magazine in the gun or round(s) in the chamber or cylinders), and its hammer is down (where it can't accidentally cause a misfire), and the safety is on. Condition 4 is the recommended state for a weapon in storage.

Readiness: Drawing the weapon from a holster or sling requires one half action, as does simply picking the weapon up (if it's loose on a nearby table instead). Loading the weapon requires one or more additional

half actions, as noted in the weapon group description, and readying the weapon to fire (chambering a round, charging the action, and turning the safety off) requires one more half action. Thus a weapon in condition 4 requires a minimum of one full action to ready (if the weapon is already in the agent's hand and requires only one half action to load). The Quick Draw and Quick Reload feats may reduce this time by one half action each.

Error Checks: No error checks are made to see if a weapon in condition 4 misfires.

Condition 3 ("Loaded"): A firearm carried in condition 3 is loaded with a magazine, but no round is present in the chamber. The hammer is down, preventing an accidental misfire, and the safety is on. Agents are advised to keep their weapon in this state of readiness when they are 'off duty.'

Readiness: Drawing the weapon or picking it up requires one half action, after which the weapon must be readied (requiring another half action). Loading a weapon in condition 3 is unnecessary.

Error Checks: While a weapon is in condition 3, no error checks are made to see if it misfires.

Condition 2 ("Chambered"): A firearm carried in condition 2 is loaded with a magazine and a round in the chamber. The hammer is down, preventing an accidental misfire, and the safety is on. Agents are advised to keep their weapon in this state of readiness when they are 'on duty.'

Readiness: Drawing the weapon or picking it up requires one half action, after which the weapon must be readied (requiring another half action). If the weapon is already drawn when combat begins, the agent may voluntarily suffer a one-time -2 condition penalty to his initiative total in exchange for firing on his first action (initiative count). Loading a weapon in condition 2 is unnecessary.

Error Checks: While carrying a weapon in condition 2, the agent need not make any error checks to see if it misfires. When the weapon is drawn, however, the agent must roll a d20. If the result falls within the weapon's error range, the GC may spend one or more action dice as normal to activate the critical failure. Such critical failures are commonly, though not always, misfires.

Condition 1 ("Cocked and locked"): A firearm carried in condition 1 is loaded with a magazine and a round in the chamber, and its hammer is cocked. The safety is on, however, reducing — but not eliminating — the chance of accidental misfire. This condition is preferred for tactical situations when no immediate threats are visible.

Readiness: Drawing the weapon or picking it up requires one half action, after which the weapon must be readied (requiring another half action). If the weapon is already drawn when combat begins, the agent may voluntarily suffer a one-time -1 condition penalty to his

initiative total in exchange for firing on his first action (initiative count). Loading a weapon in condition 2 is unnecessary.

Error Checks: Carrying a firearm in condition 1 for extended periods of time is dangerous. Once each day the agent carries a weapon in condition 1, and every time he draws the weapon, he rolls a d20. If any of these results falls within the weapon's error range, the GC may spend one or more action dice as normal to activate the critical failure. Such critical failures are commonly, though not always, misfires.

Condition 0 ("Live"): A firearm carried in condition 0 is loaded with a magazine and round in the chamber, the hammer is cocked, and the safety is off. The weapon is ready to fire and should not be carried in this condition for an extended period of time.

Readiness: Drawing the weapon or picking it up requires one half action, but no actions must be spent to ready or load it. If a weapon in condition 0 is drawn, the agent is ready for combat at any time, and suffers no penalty to act on his first action (initiative count).

Error Checks: Carrying a firearm in condition 0 for extended periods of time is potentially suicidal. Once each hour the agent carries a weapon in condition 0, and every time he draws the weapon, he rolls a d20. If any of these results falls within the weapon's error range, the GC may spend one or more action dice as normal to activate the critical failure. Such critical failures are commonly, though not always, misfires.

GEAR CONCEALMENT

Agents often hide weapons and other items on their person to spring on an unsuspecting enemy. To determine the Concealment DC for someone to notice such hidden assets, consult Table 1.7: Gear Durability and Concealment, matching the item or weapon to its closest category. Then apply the following modifiers, based on the item's appearance or design:

TABLE 1.6: GEAR CONCEALMENT MODIFIERS

Unusual Appearance or Design	DC Modifier
Subdued Color	+1
Bright Color	-2
Reflective Surface	-4
Nondescript style	+1
Flashy style	-2
Slender or easily concealable design	+1
Bulky or awkward design	-2

Some specific weapons provide a bonus or penalty to the Concealment DC, as mentioned in the weapon's description. Special carrying devices may also reduce the chance of detection, as described in Chapter 6.

Finally, an agent with one or more ranks in the Hide skill gains a bonus to his Concealment DC equal to 1/4 of his Hide bonus (rounded down). If the agent has five or more ranks in the Disguise skill as well, he also gains a +2 synergy bonus to his Hide bonus for this purpose.

When an agent concealing gear is searched, the person searching the agent makes a Search check with a +8 circumstance bonus.

NEW FIREARM MALFUNCTIONS

The rules for firearm malfunctions are described on page 228 of the *Spycraft Espionage Handbook*. Table 1.8: Advanced Firearm Malfunctions introduces several new effects specific to fire combat, with effects described here.

MALFUNCTION EFFECTS

Broken Firing Pin: The weapon's firing pin snaps and must be repaired before the weapon can be used again. This repair costs 1/4 the weapon's BP or actual cost (rounded up), 1 day of work, and a successful Craft (Gunsmithing) skill check against a DC of 15.

Chamber Explosion: The firearm suffers a catastrophic failure, causing one or more rounds within the weapon to misfire or explode. The shooter suffers 2d6 damage and must make a Fortitude save (DC 20) or be blinded for 1d4 rounds. The firearm is ruined and cannot be repaired. Agents may requisition a new weapon from headquarters at no additional cost, but the usual delivery delays apply.

Dud Round: The hammer falls on a non-firing round, and the firearm's action must be cycled to load a new round into the chamber. This malfunction disrupts any aiming or bracing actions the agent is performing, and requires one half action to clear.

Failure to Feed: The round fails to feed into the chamber properly and the firearm's action must be cycled to remove the old round and chamber a new one. This malfunction disrupts any aiming or bracing actions the agent is performing, and requires one full action to clear.

Jammed Action: The round fails to settle properly in the chamber. This malfunction disrupts any aiming or bracing actions the agent is performing, and requires two full actions to clear.

Runaway Gun: The firearm's trigger mechanism goes wild, immediately expending all the weapon's remaining shots. If the number of remaining shots in the firearm is greater than twice the number of characters within the weapon's range, the agent and each other character within the firearm's range must make a Reflex save (DC 20) or suffer the firearm's damage as if they were hit normally. Otherwise, the agent and a number of characters within the weapon's range equal to half the remaining shots in the weapon must make the Reflex

TABLE 1.7: GEAR DURABILITY AND CONCEALMENT

Item Category	Hardness	Damage Thresholds	Break DC	Concealment DC
<i>Melee, Hurled, and Exotic Weapons</i>				
Hurled, tiny	5	1/2/3/4	12	20
Hurled, small	6	1/2/4/5	14	16
Hurled, medium	7	2/3/4/6	16	12
Hurled, large	8	2/4/6/10	18	8
Melee, tiny	5	1/2/3/4	14	20
Melee, small	5	2/3/4/6	16	16
Melee, medium	6	2/4/6/10	18	12
Melee, large	6	3/6/9/12	20	8
Melee, metal, tiny	8	2/3/4/6	18	20
Melee, metal, small	10	2/4/6/10	20	16
Melee, metal, medium	11	3/6/9/12	22	12
Melee, metal, large	12	4/8/12/15	24	8
<i>Firearms</i>				
Pistol, Backup	8	2/3/4/6	24	18
Pistol, Pocket	8	2/3/4/5	18	20
Pistol, Service	10	3/5/8/10	25	16
Pistol, Target	7	1/4/6/8	20	15
Revolver, Saturday Night Special	7	1/3/5/7	16	20
Revolver, Hunting	11	3/6/9/12	25	13
Revolver, Service	11	3/5/8/10	25	15
Rifle, Assault	10	4/8/12/15	25	10
Rifle, Bolt-action	8	4/8/12/15	24	10
Rifle, Sniper	7	2/6/10/15	20	8
Shotgun, Combat	10	4/8/12/15	25	10
Shotgun, Break-action	8	4/8/12/15	20	12
Shotgun, Pump-action	9	4/8/12/15	22	12
Submachinegun	8	3/6/9/12	20	13
<i>Tactical Weapons</i>				
Flamethrower	8	3/5/8/10	20	n/a
Grenade launcher	10	4/8/12/15	25	12
Rocket launcher	10	4/8/12/15	22	n/a
Mortar Launcher	12	5/10/15/20	25	n/a
Machinegun	12	4/8/12/15	24	8
<i>Other Gear</i>				
Tough item, fine	8	1/2/3/4	14	30
Tough item, diminutive	9	1/3/5/7	16	25
Tough item, tiny	9	3/5/8/10	18	20
Tough item, small	10	3/6/9/12	20	15
Tough item, medium	10	4/8/12/15	25	10
Tough item, large	10	5/10/15/20	30	5
Tough item, huge	12	8/15/22/30	40	n/a
Typical item, fine	5	1/1/2/3	11	30
Typical item, diminutive	6	1/2/3/4	13	25
Typical item, tiny	6	2/3/4/6	15	20
Typical item, small	7	3/6/9/12	20	15
Typical item, medium	7	4/8/12/15	25	10
Typical item, large	8	5/10/15/20	30	5
Typical item, huge	8	8/15/22/30	40	n/a
Fragile item, fine	3	1/1/1/2	8	30
Fragile item, diminutive	3	1/1/2/2	10	25
Fragile item, tiny	4	1/1/2/3	15	20
Fragile item, small	4	1/2/3/4	20	15
Fragile item, medium	4	1/2/4/5	25	10
Fragile item, large	5	2/4/6/10	30	5
Fragile item, huge	5	3/6/9/12	35	n/a

save, as determined by the GC. Finally, the firearm must be repaired before it may be used again. This repair costs 1/4 the weapon's BP or actual cost (rounded up), 1 day of work, and a successful Craft (Gunsmithing) skill check against a DC of 25.

DAMAGING GEAR

It's an accepted fact that a superspy's gear takes a beating. This is one of the reasons why an agent requisitions fresh gear (and generally without comment) at the start of every mission. Though the egg-heads in R&D wince every time the agent drags back an expensive piece of hardware (or fails to bring it back at all), the reality is that the lifestyle of every agent precludes such considerations, what with being regularly shot at, stabbed at, doused, scorched, dropped from great heights, and occasionally run down with large vehicles.

Damage to gear must be intentional. Though weather, water, and the like can wear weapons down, the short-term effects are negligible, so they are not covered in the *Spycraft* rules. As always, the GC is welcome to apply such effects as he desires.

Physical abuse, however, is well detailed. Table 1.7: Gear Durability and Concealability lists weapons and gear by type, noting hardness and four 'damage thresholds' for each. Damage thresholds represent how physical punishment affects the item's performance.

When the item suffers more wound points than any given threshold, it suffers the effects listed for that threshold in addition to the effects of all lower thresholds. For instance, a weapon with current damage exceeding its third threshold suffers the effects of its first, second, and third damage thresholds.

The effects of damage are different for weapons, armor, and other gear, but all are permanent until the damage is repaired (*see opposite*).

All threshold effects follow.

WEAPONS

Damage inflicted on weapons increases the chance of the weapon breaking or misfiring (i.e. it boosts the weapon's error range), and also makes the weapon less effective in combat (penalizing attack and eventually damage rolls). The following effects are incurred as a weapon's damage thresholds are surpassed:

Threshold 1: The weapon's error range is increased by 1 (e.g. an error range of 1-2 increases to 1-3).

Threshold 2: An agent using the weapon suffers a -1 gear penalty to all attack rolls.

Threshold 3: The weapon's error range is increased by an additional 1, for a total increase of 2 (e.g. the modified error range of 1-3 from threshold 1 increases to 1-4). Further, an agent using the weapon suffers a -2 gear penalty to all damage rolls (which may reduce a damage total to 0, but not less).

Threshold 4: The weapon is rendered useless.

ARMOR

Armor is commonly the target of an enemy's attacks, and is built to sustain incredible damage before it is rendered useless. Therefore, armor may not be consciously targeted with attacks like weapons and other gear can. Instead, each time a character wearing armor suffers damage from a critical hit (after the armor's damage reduction and hardness are counted), the opposition may spend one additional action die to increase the armor's damage threshold by 1.

TABLE 1.8: ADVANCED FIREARM MALFUNCTIONS

Action Dice Spent	Effect
<i>The firearm is currently being used in single-shot mode...</i>	
1	Dud round (aiming and bracing benefits are lost; requires one half action to clear)
2	Jammed action (aiming and bracing benefits are lost; requires two full actions to clear)
3	Broken firing pin (weapon is useless until repaired)
4+	Chamber explosion (weapon destroyed; agent suffers 2d6 damage and must make a Fort save (DC 20) or be blinded for 1d4 rounds)
<i>The firearm is currently being used in burst mode...</i>	
1	Failure to feed (aiming and bracing benefits are lost; requires one full action to clear)
2	Jammed action (aiming and bracing benefits are lost; requires two full actions to clear)
3	Broken firing pin (weapon is useless until repaired)
4+	Chamber explosion (weapon destroyed; agent suffers 2d6 damage and must make a Fort save (DC 20) or be blinded for 1d4 rounds)
<i>The firearm is currently being used in strafe mode...</i>	
1	Failure to feed (aiming and bracing benefits are lost; requires one full action to clear)
2	Jammed action (aiming and bracing benefits are lost; requires two full actions to clear)
3	Runaway gun (agent and all other characters within the firearm's range may take weapon's damage)
4+	Chamber explosion (weapon destroyed; agent suffers 2d6 damage and must make a Fort save (DC 20) or be blinded for 1d4 rounds)

Threshold 1: The gear's armor check penalty is increased by 2.

Threshold 2: The gear's damage reduction is reduced by 2.

Threshold 3: The armor's damage reduction is reduced by one-half normal (or by -3, whichever is greater), to a minimum of 0. The speed of an agent wearing the armor is reduced by 5 feet.

Threshold 4: The armor is rendered useless.

OTHER GEAR

Other gear generally falls into one of three categories:

- *Tough:* This category includes items made of metal, rubber, and like materials, and those designed to withstand rough treatment.
- *Typical:* This category includes all items that don't fall into one of the other two categories.
- *Fragile:* This category includes items made of glass, sensitive electronics, medical gear, and similar items.

Damage affects all categories of other gear in the same fashion as weapons and armor. When each damage threshold is overcome, the item and its user suffer all the effects of that and every previous damage threshold, as follows:

Threshold 1: The gear's error range is increased by 1 (i.e. an error range of 1-2 increases to 1-3).

Threshold 2: An agent using the gear suffers a -2 gear penalty to all skill checks.

Threshold 3: The gear's error range is increased by an additional 1, for a total increase of 2 (i.e. the modified error range of 1-3 from threshold 1 increases to 1-4). Further, an agent using the gear suffers an additional -2 gear penalty to all skill checks, for a total penalty of -4 (including the penalty from threshold 2).

Threshold 4: The gear is rendered useless.

REPAIRING GEAR

Damaged gear may be repaired with the following costs, according to the gear's current threshold:

- **Threshold 1:** The repairs require one day and cost 1/10 the item's original BP or actual cost, rounded up.
- **Threshold 2:** The repairs require three days and cost 1/4 the item's original BP or actual cost, rounded up.
- **Threshold 3:** The repairs require one week and cost 1/2 the item's original BP or actual cost, rounded up.

Gear rendered useless by threshold 4 damage may not be repaired, though it may be replaced. The agent must pay any replacement item's requisition cost from his budget or field expenses.



THE BLACK MARKET

Many of the weapons featured in this book – particularly those with the strafe ability – are specialized military models manufactured solely for government use. Correspondingly there is no price given for these weapons as they cannot normally be purchased on the open market. Agents have access to such weapons through the Agency during the Gearing Up phase of any mission with unrestricted gear selection, and may also requisition them from the home office while in the field. In both cases the weapon is requisitioned using budget points only.

However, on some occasions the agents may be unable (or unwilling) to work through the Agency to acquire military-grade weaponry. In such cases, they must turn to the black market.

FINDING A BROKER

Despite the illegal arms trade being literally a billion dollar industry, the simple act of finding a broker can be tricky. An agent with the backup ability may use it to

contact a friend who can introduce him to a reliable arms dealer within 2d6 hours. Any other character must spend an action die as if making a favor check (rolling a d20 and adding his agent level). The check's DC is based on the firepower the broker can provide, as well as his reliability:

TABLE 1.9: ARMS DEALER DCs

Condition	Check DC
<i>Hardware desired...</i>	
Unmarked/untraceable civilian weapons	12
Illegally modified civilian weapons	16
Submachineguns and sniper rifles	20
Assault rifles and exotic ammunition	25
Tactical and vehicular weapons	30
Special weapons	35+
<i>Dealer Reliability...</i>	
Typical	+0
Trustworthy	+5
Scrupulous	+10

Soldiers have experience and contacts in the mercenary trade and receive a +2 class bonus to this check. Agents with the procure ability are well versed in the etiquette of the black market and receive a +5 synergy bonus to this check.

CUTTING A DEAL

Once the agents locate a broker, they must arrange a deal. The likelihood of this happening is largely based on the broker's reliability:

- *Typical*: These brokers are nervous and unpredictable: a bad combination in a well-armed associate. They're as likely to shoot as settle on a respectable deal. Any Diplomacy check with a typical broker has a base error range of 1–5.
- *Trustworthy*: These brokers have a stable business and a reputation to uphold in the mercenary community. The chances of a deal going violently sour are reduced (though by no means eliminated), and agents pay a premium for the service. Any Diplomacy check with a trustworthy broker has a base error range of 1–3.
- *Scrupulous*: These dealers are legends in the 'industry' and have private armies to insure that they aren't taken advantage of, though they must sometimes resort to banditry to make ends meet. The added security increases the chance of a silent deal, but also gives the broker free rein to charge premium prices. Any Diplomacy check with a scrupulous broker has a base error range of 1.

One agent cuts the deal for the entire team. This agent announces each item the team's after in turn,

making a Diplomacy check for each (DC equal to the broker's Sense Motive skill bonus), applying the following modifiers:

TABLE 1.10: DEAL MODIFIERS

Condition	Modifier
Agent cutting deal is a soldier	+2
Agent cutting deal has procure ability	+5
Broker is typical	—
Broker is trustworthy	+2
Broker is scrupulous	+4
Meeting occurs on broker's turf	+2*
Meeting occurs in neutral territory	—
Meeting occurs on agent's turf	–4**

* The Diplomacy check's error range increases by 2 (an error range of 1–2 becomes 1–4).

** The Diplomacy check's error range decreases by 2 (an error range of 1–3 becomes 1 and an error range of 1–2 or less results in no error range).

With failure, the broker claims the item is 'not presently available,' but promises to contact the agent again (if provided the means to do so) in 2d6 days to renegotiate. Whether the broker's words are truthful is something only the GC knows for sure.

With success, the deal is accepted, though the exact terms of the deal are determined by the result of the agent's Diplomacy check:

Difference	Outcome of Deal
up to 5	Agent pays top dollar
6–10	Agent pays the going rate
11–20	Agent catches a break
21+	Agent pays pennies on the dollar

"Top Dollar": The item is available, but the agent must pay above even the standard black market rate for it (\$500 × the item's BP cost). If the agents are on the broker's turf, backing out at this stage may result in the broker's allies attacking them.

"The Going Rate": The item is available but the broker claims that acquiring it was most difficult. He demands \$300 × the item's standard BP cost or the deal is off.

"Catching a Break": The broker is pleased to be moving the item (though he may not tell the agents so). He asks only \$200 × the item's standard BP cost, and may be convinced to drop any items without penalty, bias, or interruption to the bargaining process.

"Pennies on the Dollar": The agent deals circles around the broker, acquiring the item for only \$150 × the standard BP cost. The result of any other deal with the same broker in the same sitting is increased by one level (e.g. from 'the going rate' to 'catching a break').

Critical Success: The broker is hardly aware of what's happening as the agent totally overwhelms him with his haggling skills. This result is as for 'pennies on the dollar,' but the price is reduced to \$100 per budget point. Furthermore, the agent may approach the broker again at any time as a friend, gaining a +4 bonus to the first Diplomacy check of each transaction.

Error: The broker gets nervous and cuts off relations. The agents must start over again with a new broker.

Critical Failure: The deal goes sour and the broker's associates attack! If negotiations are performed remotely (e.g. by videophone), the broker must investigate the agent and arrange an ambush if he wants to avenge the perceived slight (unlikely, given the nature of the black market and most people who frequent it).

EXPANDING THE BLACK MARKET

If the GC anticipates that contacting (or provoking) a broker may become a major element of a scene or serial, he might flesh the broker and his organization out ahead of time, treating him like a mastermind. For the purposes of determining mastermind points, treat a typical broker as the mastermind of a single serial, a trustworthy dealer as the mastermind of a two-serial season, and a scrupulous dealer as the mastermind of a four-serial season.

GLOSSARY OF TERMS

The following are terms common to weapons in this book, primarily firearms.

Accuracy: A term used in this book to describe a firearm's ability to hit the desired target. Some weapons in a given class are inherently more likely to hit than others, and gain a bonus to accuracy, while others are inherently less likely to hit, and suffer a penalty.

Action: Collectively refers to a firearm's bolt, extractor (*see the next page*), and the path along which the bolt travels. A firearm's action is the part that operates when the weapon is fired.

Adjustable Trigger Pressure: A common feature of sniper rifles, this feature allows the shooter to adjust the force required to pull the trigger, boosting the weapon's accuracy in the process.

Ambidextrous Safety: A safety mounted on both sides of the weapon for the convenience of left-handed shooters.

Ammunition: Self-contained, explosively driven projectiles fired from guns. Ammunition generally consists of a brass case (*see Cartridge*), an explosive charge powder, a primer, and a projectile (*see Bullet*).

Artillery: A weapon which fires an explosive shell in a high, indirect arc (i.e. a mortar).

Auto-loading: A term generally used to describe semi-automatic shotguns.

Automatic (Fully Automatic): A weapon which continues to fire so long as the trigger is depressed, or until it runs out of ammunition, whichever comes first.

Automatic Pistol: A term used to describe any clip-fed semi-automatic pistol. This does not indicate that the weapon is fully automatic.

Barrel: The round, tubular portion of a firearm through which a bullet travels when fired.

Barrel, Bull: A heavy-duty, thick-walled barrel better able to dissipate heat, improving accuracy when the weapon is fired continuously.

Barrel, Double: Generally refers to break-action shotguns. Each barrel is an independent firing system, with its own firing chamber and trigger.

Barrel, Over and Under: Refers specifically to double-barrel, break-action shotguns. By placing the barrels vertically one above the other, it becomes much easier to aim the weapon (as the sights of both weapons are in line with one another).

Barrel, Side by Side: Refers specifically to double-barrel break-action shotguns. Mounting the barrels horizontally next to one another makes aiming the weapon more difficult (as the weapons' sights are not lined up together).

Blowback: This type of firearm uses gas pressure produced by the weapon's explosive powder to perform a specified action – usually to eject the spent cartridge, cycle the bolt, and recock the gun.

Blowback Action: The bolt operation of a firearm which uses blowback as its primary method of moving its bolt.

Bolt: A machined block of steel which pushes a cartridge into the chamber and holds it in place when the weapon is fired.

Break-Action (Breech-Action): A firearm which opens on a hinge, allowing one or more cartridges to be inserted directly into the breech.

Breech: The opening through which a cartridge is inserted into a firearm's chamber.

Bullet: A projectile fired singly from a firearm, as distinct from "shot" (*see page 30*).

Bullpup: Refers to a design of firearm where the action is shifted back into the stock, behind the weapon's trigger mechanism, producing shorter length without sacrificing accuracy.

Caliber: A term used to describe the diameter of the bullet fired by a gun, generally listed in millimeters or decimal fractions of an inch (e.g. "9mm" or ".45") in general, the larger the caliber, the more powerful the firearm.

Cartridge: A term used interchangeably to describe a bullet's brass casing, which holds powder, and the complete assembled combination of bullet, casing, powder, and primer.

Center Fire: Any cartridge or shell in which the primer is self-contained and mounted in the center of the bottom of the casing. Thus the primer is protected against accidental impact by its position.

Chamber: The machined cavity which holds the cartridge in place when the weapon is fired. The chamber also contains the explosion of the powder when the weapon is fired.

Chambered Round: Refers to a weapon with a cartridge currently loaded in its chamber, ready to fire.

Choke: Refers to a reverse tapering of a shotgun's barrel, designed to keep shot pellets together when fired, providing better accuracy.

Clip: A spring-loaded, removable magazine which slides into a firearm.

Closed-Bolt: The condition in which a firearm's bolt has pushed a cartridge into the chamber and locked it in place.

Cock: To place a spring-loaded hammer or firing pin into its firing position.

Cocking Handle: The handle used to cycle the bolt of a rifle or automatic shotgun, placing it into its firing position.

Decocking Lever: A lever found on pistols equipped with a hammer block (g.v.), used to lower the hammer into a "safe" position with a cartridge in the chamber.

Delayed Blowback: Any of several methods involving mechanical disadvantage which delay the opening of the weapon's bolt during fully automatic fire. Generally

some small latching system must move before the bolt opens, allowing the powder's explosion to end before the bolt opens.

Discharge: To fire a gun.

Double-Action: A term primarily used with pistols. Pulling the trigger both cocks and drops the weapon's hammer, loading and firing the weapon with one action. Double-action triggers are heavier and harder to pull than their single-action counterparts.

Double-Stack Magazine (Dual Stack Magazine): A magazine in which the cartridges do not stack vertically but are diagonally offset to increase the magazine's maximum bullet capacity.

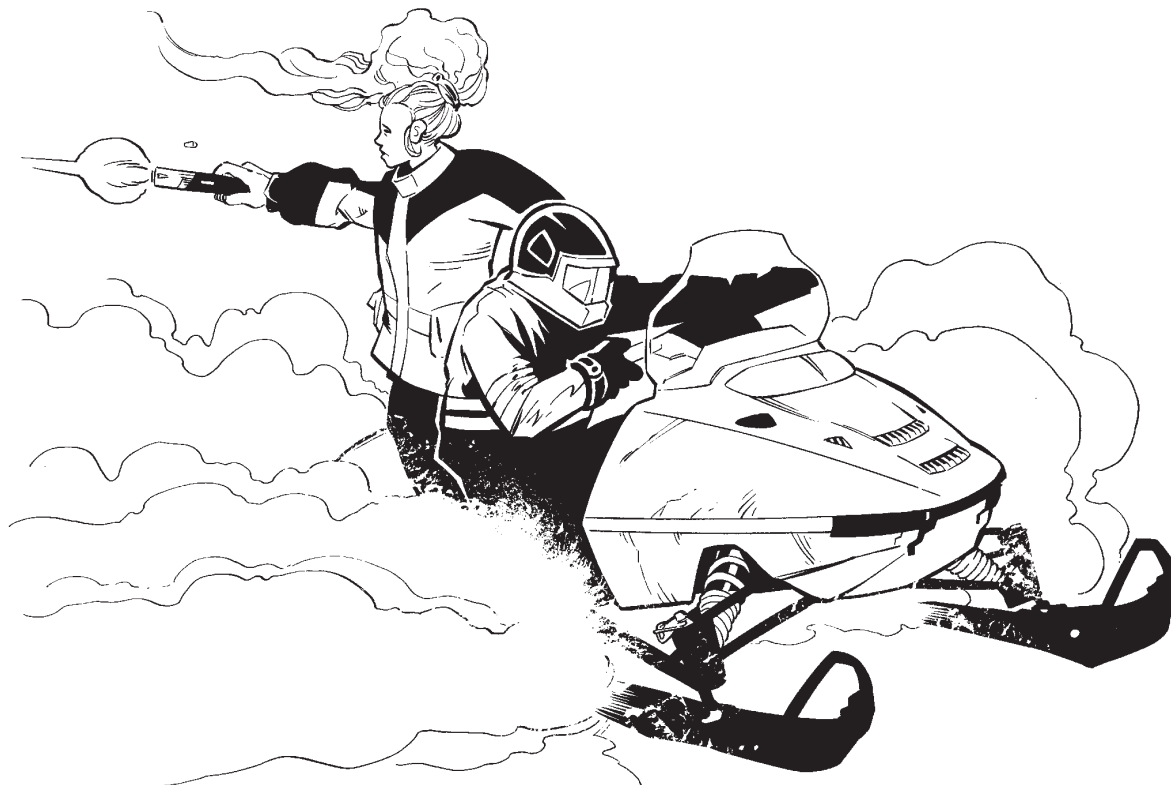
Extractor: A small groove or clip in front of the bolt which grabs and extracts the empty casing when the weapon's bolt is open after firing.

Firing Cycle: The entire cycle of a weapon's operation, from the insertion of a cartridge into the chamber to firing of the weapon to the extraction of the spent casing and reinsertion of a new cartridge, leaving the weapon ready to fire again.

Firing Mechanism: The mechanism used to strike and activate a cartridge's primer (see *Firing Pin or Hammer*).

Firing Pin: A small spring-loaded pin used to strike a cartridge's primer, firing the gun.

Firing Position: The position from which a firearm is discharged — generally prone, kneeling, standing, or braced.



Flash Hider (Flash Suppressor): A small device mounted on a weapon's barrel that disperses gases and hides muzzle flash during night combat.

Flechette: A needle-like projectile. Flechettes tend to be better at armor-piercing than normal bullets.

Frame (Weapon Frame): The machined block onto which the barrel, receiver, bolt, and working part of a firearm mount.

Gas Blowback-Operated (Gas Operated): *For both of these terms, see Blowback Action.*

Gauge: A term used to measure the diameter of a shotgun's barrel and ammunition. Similar to caliber (*see page 27*). A smaller gauge number generally means the shotgun fires a larger shell (i.e. a 10-gauge shotgun is more powerful than a 12-gauge shotgun).

Ghost Ring Sight: Designed to allow fast target acquisition during combat, the ghost ring sight consists of a rear notched cylinder with a hole in it and a rounded front post. The resulting sight picture (*see the next page*) gained when this device is used is generally much quicker than with conventional iron sights.

Grain(s): A unit of bullet weight measurement — 437.50 grains equals one ounce.

Grooves: The spiral cuts machined inside the barrel of a rifle or pistol.

Gun: A term used interchangeably with firearm.

Gunpowder (Powder): The explosive used to propel a bullet. Modern gunpowder is also referred to as "smokeless powder."

Gunsmithing: Repair or modification of a firearm beyond simple field maintenance. Most masterworks modifications require a gunsmith.

Hammer: The small spring-loaded lever that strikes a pistol's cartridge or firing pin, discharging the weapon.

Hammer Safety (Hammer Block): A solid block of metal which prevents a pistol's hammer from striking the firing pin. A hammer block may be activated with a manual safety, a decocking lever, or a clip safety.

Handgun: A small, lightweight firearm developed to serve where a rifle or shotgun would be too large or heavy to field.

Hard Target: *See page 138.*

Linkless Locking System: Refers to a common design of locking systems for an automatic pistol breech that secures the bolt in place, holding the cartridge as it is fired.

Machinegun: A high-caliber military firearm, intended for sustained automatic fire.

Magazine: A spring-loaded channel into which a cartridge is placed. As a cartridge is pushed into the chamber, the magazine pushes another cartridge into position. A detachable magazine is also called a "clip".

Magazine Well: The opening into which a detachable magazine is inserted in the process of loading a firearm.

Muzzle Brake: A device mounted on the barrel of a firearm, which directs gas from the exploding powder in a direction which pulls the weapon forward, countering some of its recoil.

Open-Bolt: The condition in which a firearm's bolt is drawn back, as preparation before a cartridge is inserted into the chamber. The weapon's magazine and chamber are open and visible in this state.

Pellets: Generally refers to shotgun "shot." Pellets are the projectiles fired by a shot shell. They can be lead, steel, or even rubber.

Pistol: In this book, a term which refers to an automatic pistol; a short-range combat or defensive weapon.

Pistol, Backup: A small automatic pistol intended for emergencies.

Pistol, Pocket: A very small automatic pistol intended to be easily concealed.

Pistol, Service: An automatic pistol intended to serve as a combat or police weapon.

Primer: A small impact-activated explosive charge used to ignite the powder in a cartridge and fire a bullet.

Receiver: The portion of a firearm to which the barrel fastens and within which the bolt mechanism slides.

Recoil: Caused by the gas produced by exploding powder, recoil is the action of a firearm being driven back when fired.

Recoil Operated (Recoil Operated Action): A firearm system that uses the weapon's own recoil to cycle the bolt.

Revolver: A handgun which uses a rotating cylinder as its magazine and action. A revolver usually holds 6–8 shots, and is very simple and dependable.

Revolver, Hunting: Generally a very large revolver intended to fire heavy rounds to kill medium game.

Revolver, Service: A revolver intended to serve as a primary police weapon.

Rifle: A long firearm — hip- or shoulder-fired — intended for medium- to long-range use. The term "rifle" comes from the weapon's rifled barrel (*see Rifling*).

Rifle, Assault: Any rifle with several distinctly military characteristics (i.e. detachable magazines, high ammunition capacity, or folding stock) designed for use in combat conditions. Assault rifles are generally semi- or fully-automatic.

Rifle, Bolt-Action: A low ammunition capacity, slow-firing, manually operated weapon generally intended for hunting or long-range shooting.

Rifle, Hunting: A rifle intended for the civilian market, generally operated manually and often bolt-action.

Rifling: The spiral groove cut within a rifle's barrel, designed to spin the bullet, stabilizing its flight.

Rim Fire: Any cartridge whose entire base is impact-sensitive, so that any part of the cartridge base may act as a primer. This type of bullet may be fired by striking the bullet's rim as well as its center (*see Center Fire*).

Roller-Delayed Blowback System: This blowback-operated action uses a series of rollers to slow down the action, decreasing the rate of fire and allowing the weapon to fire from a closed bolt.

Safe Position: Refers to the firearm's safety. Generally, a firearm has two safety positions – “safe” (the trigger will not pull to activate the firing pin) and “fire” (the weapon's firing pin may be activated normally).

Safety, Clip: A safety which prevents the trigger from moving without a clip in the magazine well, whether there is a round chambered or not.

Safety, Manual: A switch designed to disable a firearm's trigger, preventing it from activating the hammer or firing pin.

Selective Fire: Refers to a firearm equipped with a selector switch that allows the shooter to swap between semi-automatic (single shot), burst, and fully automatic (strafe) modes.

Semi-Automatic: A weapon that uses either gas or recoil operation to insert a new cartridge into the chamber and cock the weapon each time it is fired. While it is necessary to cock the weapon prior to firing the first shot, thereafter the shooter simply pulls the trigger to fire the weapon.

Shell: Refers to ammunition for shotguns or artillery. A shotgun shell consists of a casing, primer, powder, and a load of shot pellets or a “slug.”

Shot: The group of pellets fired by a shotgun shell. Pellet sizes range from tiny “bird” shot to large “buck” shot, depending on the size of the prey.

Shotgun: A shoulder-fired weapon without barrel rifling, intended to fire multiple pellets (*see Shot*). Shotguns can also be used with large bullet-like cartridges (*see Slug*).

Shotgun, Break-Action: A simple one- or two-shot weapon which hinges open so that shells may be individually inserted.

Shotgun, Combat (Assault Shotgun): Any shotgun with several of these features: high ammunition capacity, detachable magazine, burst or strafe fire mode.

Shotgun, Pump-Action: A shotgun operated by ‘pumping’ its foregrip to eject and load a shell.

Sight Picture: The image seen once a firearm's front and rear sight posts are aligned.

Single-Action: Primarily refers to pistols. The trigger cannot activate the firearm's hammer unless the weapon is manually cocked prior to each shot.

Single Stack Magazine: A magazine within which cartridges are stacked in a vertical pillar, one on top of another.

Slide: Mainly refers to the a shotgun's foregrip, which slides back and forth in a ‘pump’ action to chamber a round.

Slide-Action: A pump-action operating system that pulls the slide along the weapon's tubular magazine, then lifts it up into the bolt and chamber.

Slug: A term generally used to describe any large, powerful bullet, or to specifically describe a large single bullet fired from some shotgun shells.

Smoothbore: Refers to the unrifled barrel of a shotgun. The grooves of a rifle barrel would interfere with shot, so shotgun barrels are left smooth.

Soft Target: *See page 138.*

Stock: The wooden or synthetic assembly to which a rifle or shotgun's action is fastened. The stock is designed to allow the shooter to steady the gun against his shoulder when firing it.

Striker-Fired: Refers to a pistol in which the cartridge is not directly struck by the hammer to fire the weapon. Instead, the hammer strikes a sliding, spring-opposed pin which impacts the cartridge primer.

Submachinegun: A small machinegun, also known as a machine pistol.

Trigger: The small, spring-loaded lever which is pulled to fire a gun.

Tubular Magazine: A spring-loaded tube under the weapon's barrel, holding the cartridges; usually found on pump- or slide-action weapons.

Vent Rib: A type of sighting system for shotguns. A flat strip of metal is mounted along the top of the barrel, which spaces or ‘vents’ to prevent barrel expansion from breaking the sight off.



"Hey, I thought I said no shivs!"

*"You mean this? This is just a
personal grooming appliance."*

*-Johns and Riddick,
Pitch Black*

***melee
weapons***

2

INTRODUCTION

While modern combat situations predominantly involve firearms, agents are often thrust into desperate situations in which melee combat is the only recourse. An agent may run out of ammunition or lose his gun, and many circumstances spies and action heroes are thrust into prohibit gunplay, due largely to the attention such exchanges draw.

Melee combat requires the combatants to fight “up close and personal,” driving home combat’s harsh realities: that it’s dirty, brutal, and often lethal. But hand-to-hand combat can add tension and suspense to a confrontation: imagine an agent facing down a mastermind while perched on a metal catwalk twenty feet above a vat of molten steel, or struggling desperately atop a moving train, an attack helicopter hovering nearby waiting to pick off the agent if he wins. Action-packed escapades like these are staples of *Spycraft*.

Groups: Melee weapons are divided into two groups: standard melee weapons and improvised weapons. This chapter handles these groups in separate sections.

STANDARD MELEE WEAPONS

This chapter is a “brawler’s catalog,” including everything from baseball bats to wild improvised weapons like power tools and desk supplies.

Categories: Standard melee weapons are divided into four categories, or sub-groups: personal, small, medium, and large. *Each weapon’s category is listed on Table 2.1, starting on page 35.*

- **Personal:** Personal melee weapons include not only an agent’s bare fist, but weapons intended to give an ordinary punch that extra “oomph,” such as brass knuckles or a roll of quarters. When using a weapon from this category, the agent is considered to be making an unarmed attack (with all its inherent benefits and drawbacks).
- **Small:** Small weapons, while generally less effective, are easily concealed. They allow an agent some measure of security in situations where carrying a weapon would attract undesirable attention.
- **Medium:** Medium weapons are difficult to conceal effectively. Fortunately, many of these weapons — like the fire axe — are intended as tools, and can easily be incorporated into an agent’s cover.

- **Large:** These weapons are virtually impossible to conceal. An agent carrying a large weapon is obviously looking for trouble — if trouble doesn’t find him first.

Abilities: An agent’s Strength modifier is applied to all melee weapon attack and damage rolls.

Feats: In order to properly use one of the weapons listed in this chapter, you must have the Weapon Group Proficiency (Melee) feat; otherwise you suffer a –4 penalty to all of your attack rolls.

STANDARD MELEE WEAPON DESCRIPTIONS

Acetylene Torch: An acetylene torch can cause painful and ugly wounds. An agent who suffers a Critical Hit from an acetylene torch temporarily loses 1 point of Charisma.

Axe, Fire: An agent wielding a fire axe receives a +2 weapon bonus to attempts to break an object.

Axe, Lumber: An agent using a lumber axe may, as a full action, perform a special attack against an inanimate object (*Spycraft Espionage Handbook*, page 168). For that attack, the target’s object’s hardness is reduced by 2.

Baseball Bat, Aluminum: Thanks to a larger “sweet spot,” the aluminum baseball bat’s threat range is one number wider than the wooden bat featured in the *Spycraft Espionage Handbook* (page 110).

Baton, Retractable: While they do slightly less damage than an ordinary club or baton, retractable batons are far more easily concealed. Treat them as Small when rolling a Spot or Search check to find them.



SWORD CANE

Cane: Easily incorporated into many disguises, the cane makes an effective melee weapon for undercover agents, particularly when attending social functions or when disguised as an elderly individual. Under such circumstances, any Spot checks to notice the weapon are opposed by the agent’s Disguise check.

Cane, Weighted: This weapon has all the advantages of a basic cane, and its extra weight allows the agent to add double his Strength bonus to all damage rolls made for successful attacks with it.

MELEE WEAPONS

Club: Clubs are available in a variety of shapes and sizes, from a sawn-down baseball bat to the leg of a shattered chair. Clubs fall into three categories – small, medium, and large.

- *Club, Small:* Small clubs are less than 12 inches in length, and lighter than 3 pounds.
- *Club, Medium:* Medium clubs are between 12 and 24 inches in length, and between 3 and 6 pounds.
- *Club, Large:* Large clubs are greater than 24 inches in length, and heavier than 6 pounds.

Crowbar: While crowbars offer no special advantages in combat, they are incredibly useful when opening doors, crates, and containers. A crowbar grants a +6 circumstance bonus to Open Lock and Break Object checks, though it is impossible to conceal such tampering after the fact.

Flashlight, Police: A police flashlight serves double duty: it's a powerful flashlight, but when necessary, it can also be a powerful bludgeon. Critical failures when using it as a weapon, however, knock the wiring out of place and prevent it from working as a light source. An Electronics check (DC 15) is required to repair the damage.

Hammer, Ball Peen: With a critical hit, the target must make a Fortitude save (DC 20) or be stunned until the start of the next action.

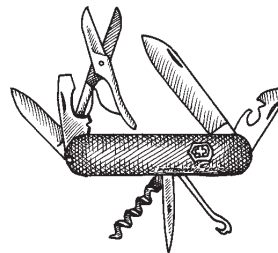
Hammer, Claw: A claw hammer may be used to attack in one of two ways (chosen each time an attack is made). If the agent strikes his opponent with the head of the hammer, the statistics for a ball-peen hammer are used (ignoring the Fortitude save for critical hits). If the agent strikes his opponent with the claw, use the statistics listed for this weapon.

Hammer, Sledge: Dense and compact, the sledge hammer is a devastating melee weapon. Anyone struck with one must make a Fortitude save (DC 15) or be stunned until his next action. If the target suffers a critical failure with his save, he is stunned for 1d4 rounds.

Hatchet: This type of axe can be used both in melee combat and as a thrown weapon (with the hurled weapon group proficiency). A hatchet adds a +2 circumstance bonus to Survival checks.

Hypodermic Needle: Delicate and fragile, hypodermic needles may be used to drug an opponent. With a critical hit, the needle's damage is dealt normally and the agent may also inject its contents into the target. The hypodermic needle may contain any poison or drug of the ingested or injury types (*Spycraft Espionage Handbook*, page 238). A hypodermic needle is delicate, and easily broken. It's rendered useless any time an attack with it results in a critical failure. This critical failure effect costs the GC no action dice.

Knife, Escape: Rarely used in combat due to its tiny blade, the escape knife offers a +2 circumstance bonus to Escape Artist checks.



SWISS ARMY KNIFE

Knife, Swiss Army: Swiss Army knives are usually too small to be effective in combat, but their utility grants a +1 bonus to skill checks for tasks that can be accomplished with one of its tools (e.g. Craft, Mechanics, and often Computers, Demolitions, Electronics, and Escape Artist). Since it's used when no more appropriate tool is available, the swiss army knife skill bonus may not be combined with any bonus offered by a kit or other tool.

Nightstick: This weapon is commonly issued to police officers. When threatening someone with a nightstick, an agent receives a +2 circumstance bonus to his Intimidate check.

Pick: An agent using a pick may, as a full action, perform a special attack against an inanimate object (*Spycraft Espionage Handbook*, page 168). For this attack, the target's hardness is reduced by 4.

Punch Gloves: These usually-lightweight gloves have studs or rivets sewn into the knuckles to increase damage. When attacking with punch gloves, the agent's unarmed attack does normal damage, rather than subdual (though the gloves do *not* grant unarmed attacks a threat range). Punch gloves have no effect for agents who have the Martial Arts feat.

Quarterstaff: A quarterstaff ranges from six to eight feet in length, and is made of wood or (rarely) iron. A quarterstaff requires the use of two hands, and is treated as a double weapon.

An agent using a quarterstaff to trip an opponent gain a +2 to his attack roll. If you are tripped during your own trip attempt, you may drop the quarterstaff to avoid being tripped.

Riding Crop: Seldom useful in the field, agents have nonetheless occasionally requisitioned riding crops for special events. Riding crops deal subdual damage, and can never deal normal damage, even if a feat or other special ability indicates that the agent's unarmed attack may cause normal damage.

Roll of Coins: Similar to brass knuckles (*see Spycraft Espionage Handbook, page 110*), the damage die of an agent clenching a roll of coins in his fist rises to 1d4 (though it doesn't reduce the agent's damage die to 1d4 if he ordinarily has a larger one).

Saber: Agents may apply the Weapon Finesse feat when using a saber, even though it's not a light melee weapon.

Scalpel: Scalpels are delicate blades, and easily broken. A scalpel is rendered useless any time an attack with it results in a critical failure. This critical failure effect costs the GC no action dice.

Scythe: Usually used as a harvesting and threshing tool, scythes can make intimidating melee weapons in the right hands. Scythes consist of a curved blade, sharpened along the inside edge, mounted on a curved staff of wood. A small handle grants additional leverage when slashing outward with the weapon, creating considerable momentum. A scythe requires two hands to use, and is impossible to conceal unless it is disassembled (i.e. the blade is removed from the haft).

Straight Razor: When used in a face-to-face interrogation with no more than 10 feet between the agent and his target, the straight razor grants a +2 circumstance bonus to the agent's Intimidate checks.

Sword, Short: Essentially a larger version of a knife or dagger, a short sword is heavily weighted toward the handle and primarily used to pierce opponents.

Tire Iron: Attacks with a tire iron are particularly intimidating. Anyone struck by a tire iron must make a Will save (DC 15) or suffer a -2 morale penalty to his next attack targeting the wielder.

IMPROVISED WEAPONS

Occasionally, melee combat catches an agent by surprise. Fortunately, most scenes are loaded with potential weapons—all an agent has to do is grab one. With the GC's permission, the agent may at any time make a half-action Spot check to locate a suitable item that is not normally considered a weapon (such as a folding chair, open door (assuming the enemy is within the door's arc), or even a computer scanner).

USING THE IMPROVISED WEAPON FEAT

Agents with the Improved Weapon feat immediately identify potential weapons in their line of sight, and can use common items to dangerous effect even if no true improvised weapons are available. An agent with the Improved Weapon feat needs no Weapon Group

proficiency to use an improvised weapon; those without the feat may only call upon improvised weapons with GC approval.

The Improved Weapon feat description (*Spycraft Espionage Handbook, page 73*) provides a standard benefit for improvised weapons (+2 to damage and Defense), but the GC may allow agents one of several possible benefits depending on what is at hand:

- Items which provide the standard +2 bonus to damage and Defense when pressed into service as a weapon. Examples: 2x4, barstool, chair, football helmet, hard hat, garbage can, hedge-clippers, keyboard, laptop computer, pipe wrench, shovel.
- Items which are small and reasonably dangerous if thrown. The agent may make a single hurled attack at a target within a 15-ft. radius (even if he does not have proficiency with hurled weapons). The weapon does damage as the agent's standard unarmed attack. Examples: billiard balls, cell phone, desk supplies, garbage can lid, key ring, small potted plant, statuette.
- Inherently dangerous items which are often too small or fragile to be used to block attacks. They provide no Defense bonus, but add +4 to your hand-to-hand damage. Examples: broken glass, hat pin, hook, ice pick, letter opener, power tool, screwdriver.
- Various flexible and potentially confining objects give the agent a +2 bonus to grapple attempts and to the agent's Defense. Examples: belt, coat, electrical cords, telephone cords.
- Long items tend to stick out of the agent's square in two directions. When used as weapons, these items grant no damage bonus, but do add +2 to the agent's Defense and prevents him from being flanked. Examples: Bench, ladder, pool cue, potted tree, push broom, surfboard.

In all cases, the GC determines the effects of an improvised weapon, and GCs are encouraged to come up with new effects not listed here.

Many improvised weapons are very small, allowing the agent to snatch them up without being seen. This requires a Sleight of Hand check opposed by any observers' Spot checks, and success allows the agent to have the item in hand before the fighting begins. Agents without the Improved Weapon feat may still pick up (or throw) such items, but it takes a full action to ready the weapon, and the agent only inflicts 1 point of subdual damage with it (making it generally inferior to the agent's bare hands). The GC may allow agents without the Improved Weapon feat to use some of the benefits listed above (such as grapple bonuses or flanking prevention), but the agent's damage is always reduced to 1 point of subdual damage while so armed.

melee weapons

LEGEND

Note	Meaning	Note	Meaning	Note	Meaning
Ability #	Minimum Ability Score to Use Weapon	DA	Dangerous	PB	Ported barrel
1-h	1-handed	DP	Dependable		(masterwork modification)
2-h	2-handed	DI	Disposable	PW	Powered
AA	Advanced aim	DS	Double-safe	RC	Recoil compensator (integral)
AD	Armor-defeating	DT	Discreet	RG	Rugged
AP	Armor-piercing	FB	Floating barrel	RH	Reach
AK	Awkward		(masterwork modification)	SG	Sure-grip
BF	May fire in burst mode	FL	Fast-load	SL	Streamlined
	(for weapons that may	GD	Guard	SP	Suppressed
	not normally fire in	HB	Heavy barrel	SS	May fire in single-shot
	burst mode)		(masterwork modification)		mode (for weapons that
BB	Bull-barrel	HK	Hook		may not normally fire in
	(masterwork modification)	IN	Integral <accessory>		single-shot mode)
BP	Bullpup	LH	Left-handed (off-hand	ST	May fire in strafe mode
CL	Coil		penalty applied to attacks		(for weapons that may
CP	Composite		by right-handed users)		not normally fire in
CS	Collapsible stock	LR	Long reach		strafe mode)
CU	Custom stock	LV	Limited vision	TD	Takedown
	(masterwork modification)	MC	Multi-chambered	TP	Trap
CT	Cryogenic treatment	MD	Modular	TS	Tassel
	(masterwork modification)	MP	Multi-part	WL	Whisper-lock

TABLE 2.1: MELEE WEAPONS

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Personal Attacks</i>									
S/M/L combatant	—	—	1d2/1d3/1d4**	—	—	—	—	—	—
Brass knuckles*	1	—	Special**	1	—	—	SG	1/2 lb.	\$20
Punch gloves*	2	—	1d2/1d3/1d4	1	—	—	SG	1/2 lb.	\$30
Roll of coins*	—	—	1d4**	—	—	—	—	1/10 lb.	\$2
<i>Small</i>									
Bayonet*	4	—	1d6	1	20	—	—	1 lb.	\$40
Broken bottle	—	—	1d4	1-3	20	—	—	—	—
Butt, pistol	—	—	1d3+1**	1	20	—	—	as weapon	as weapon
Butt, rifle	—	—	1d6**	1-2	19-20	—	—	as weapon	as weapon
Club, small	2	—	1d4**	1	20	—	—	2 lb.	\$10
Flashlight, police*	2	—	1d4	1-2	20	—	—	3 lb.	\$20
Garrote*	2	—	Special	1-2	—	—	—	—	—
Hammer, ball-peen*	3	—	1d6**	1-3	19-20	—	—	3 lb.	\$15
Hammer, claw*	3	—	1d4+1	1-3	19-20	—	—	3 lb.	\$15
Hatchet*	4	—	1d6	1-2	19-20	5 ft.+	—	3 lb.	\$50
Hook	3	—	1d6	1-2	20	—	—	1 lb.	\$20
Hypodermic needle*	2	—	1d2**	1-3	18-20	—	—	1/10 lb.	\$1
Knife	3	—	1d4	1	20	5 ft.+	—	1 lb.	\$20
Knife, escape*	3	—	1d3	1	20	—	DT	—	\$20
Knife, Swiss Army*	2	—	1d3	1-2	20	—	—	1/2 lb.	\$40
Punch dagger	4	—	1d3+1	1-2	19-20	—	—	1 lb.	\$20
Sap	2	—	1d3+2**	—	—	—	—	3 lb.	\$10
Scalpel*	1	—	1d3	1-3	20	—	—	—	\$5
Stiletto	3	—	1d6	1-2	20	—	—	1 lb.	\$40
Straight razor*	3	—	1d4	1-2	19-20	—	—	—	\$5
Survival knife*	4	—	1d6	1	20	5 ft.+	—	3 lb.	\$60
Switchblade	5	—	1d4	1-3	18-20	—	—	1 lb.	\$60
Sword, short	7	—	1d6	1	18-20	—	—	4 lb.	\$60
Taser	12	—	1d8**	1	—	5 ft.	—	2 lb.	\$100
<i>Medium</i>									
Axe, fire*	7	—	1d8	1-3	18-20	—	1-h or 2-h	8 lb.	\$40
Axe, medium	5	—	1d8	1-3	19-20	—	1-h or 2-h	7 lb.	\$40
Baton, retractable	4	—	1d6**	1-2	20	—	—	4 lb.	\$80
Baton/club*	4	—	1d6	1	20	10 ft.+	—	3 lb.	\$20

MODERN ARMS GUIDE

TABLE 2.1: MELEE WEAPONS (CONTINUED)

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
Cane*	4	—	1d4+1**	1	20	—	HK	3 lb.	\$30
Cane, sword*	7	—	1d6	1-2	19-20	—	—	4 lb.	\$250
Cane, weighted*	5	—	1d6	1	19-20	—	—	5 lb.	\$60
Cattle prod*	8	—	1d10**	1	—	—	—	5 lb.	\$300
Chain	4	—	2d4	1-3	20	—	1-h or 2-h	10 lb.	\$10
Crowbar*	6	—	1d8	1-2	19-20	—	1-h or 2-h	5 lb.	\$20
Fencing foil	7	—	1d6+1	1-3	18-20	—	—	2 lb.	\$200
Lead pipe	4	—	1d4+1	1-2	20	10 ft.†	—	4 lb.	—
Machete	4	—	1d8	1-2	20	—	—	4 lb.	\$150
Nightstick*	4	—	1d6**	1	19-20	5 ft.†	—	1 lb.	\$50
Riding crop*	1	—	1d4**	—	—	—	—	1 lb.	\$20
Saber*	7	—	1d6+1	1-2	18-20	—	—	3 lb.	\$200
Sword, medium	8	—	1d8	1	18-20	—	—	5 lb.	\$200
Tire iron*	4	—	1d6+1	1-3	20	—	—	6 lb.	\$20
<i>Large</i>									
Acetylene torch*	6	—	1d8	1-3	19-20	—	2-h	8 lb.	\$150
Axe, large	7	—	1d12	1-3	19-20	—	2-h	20 lb.	\$200
Axe, lumber*	8	—	1d10+1	1-3	19-20	10 ft.†	2-h	15 lb.	\$100
Baseball bat	6	—	1d10	1	20	5 ft.†	2-h	6 lb.	\$20
Baseball bat, aluminum*	8	—	1d10	1	19-20	5 ft.†	2-h	6 lb.	\$30
Chainsaw*	11	—	2d8	1-3	18-20	—	2-h	15 lb.	\$120
Club, large	4	—	1d8**	1-2	20	—	2-h	7 lb.	\$10
Hammer, sledge*	6	—	1d12	1-2	20	—	2-h	15 lb.	\$30
Pick*	5	—	1d10	1-2	20	—	2-h	12 lb.	\$35
Quarterstaff*	4	—	1d6/1d6	1	20	—	2-h	8 lb.	\$20
Scythe*	8	—	1d10+1	1-3	18-20	—	2-h	12 lb.	\$30
Spear	6	—	1d10	1	20	20 ft.†	2-h	9 lb.	\$20
Sword, large	6	—	1d12	1-2	20	—	2-h	15 lb.	\$300

All weapons listed in bold are reprinted from the *Spycraft Espionage Handbook*.

* See item description for special rules concerning this weapon.

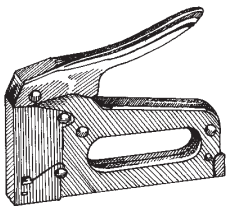
** This is subdual damage. This weapon cannot inflict normal damage.

† If you have the Weapon Group Proficiency (Hurled), add your Strength modifier to this weapon's damage when it is thrown.

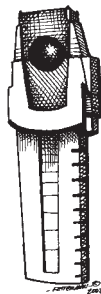
IMPROVISED WEAPONS



MACE



STAPLE GUN



TASER



SURVIVAL KNIFE



POWER DRILL



"What's this?"

"Chinese fighting muffin."

*"That's not funny. A friend of mine once
took a Chinese fighting muffin in the chest;
they sent him home in four Ziploc bags."*

*- Bosley and Dylan,
Charlie's Angels*

***HURLED
weapons***

3

INTRODUCTION

Hurled weapons play a unique role in *Spycraft*, where firearms and explosives are often prohibited by the agent's surroundings. Most guns aren't known to work very well underwater, and smuggling cumbersome assault rifles into enemy complexes is rarely an option. In situations where subtlety, surprise, and distance between the agent and his enemies are an issue, hurled weapons are often a spy's best available resource.

Special Note: All hurled weapons are subject to grenade-like deviation (*Spycraft Espionage Handbook*, page 173).

Groups: Hurled weapons are divided into three groups: bows, grenades, and other hurled weapons. Ammunition options for each type of hurled weapon are listed at the end of each group.

BOWS

The power of a bow is directly related to its 'pull weight,' the strength required to draw it. For this reason, agents add their Strength modifier to the damage inflicted with any bow unless otherwise indicated. Agents may take the aim and brace actions while using a bow, gaining the usual benefits.

Due to their peculiar shape, bows cannot be concealed while strung. Unstrung bows can potentially be hidden, with a Spot DC determined by the bow's size. Stringing and unstringing a bow is a full action unless otherwise indicated.

Bows can accept optical accessories (though magnifying scopes are of little use due to the five-increment range limitation for bows). Arrows generate very little noise in flight, but bowstrings make enough noise to allow those nearby to make a Listen check (DC 10, modified as described in the *Spycraft Espionage Handbook*) to notice. Silencers are available (though they work on very different principles than those used by firearms). Bow string silencers and other bow accessories are described in Chapter 6.

Categories: All bows fall into one category. There are no bow sub-groups.

Abilities: An agent's Dexterity modifier is applied to all bow attack rolls. His Strength modifier is applied to bow damage rolls except when noted in the weapon's description.

Feats: In order to properly use a weapon listed in this category, you must have the Weapon Group Proficiency (Hurled) feat; otherwise you suffer a -4 penalty to all of your attack rolls.

BOW DESCRIPTIONS

In addition to the bows presented in the *Spycraft Espionage Handbook*, agents have the following options.

Bow, Compound: This modern refinement uses a pair of opposing pulleys to bend the arms of the bow when the string is drawn. This provides mechanical advantage, allowing a weaker person to pull a more powerful bow than he could ordinarily handle. More importantly, once fully drawn, only minimal force is required to hold the bow ready to fire. Readyng a compound bow in this fashion allows the agent to perform the aim and regroup actions together as a single half action. Compound bows inflict +1 damage over other types of bows, but the range increment of all arrows fired from them is reduced by 20 feet. Stringing and unstringing a compound bow takes 5 rounds.

Bow, Long: A long bow is much simpler than its composite counterpart, and is usually constructed from a single shaft of wood and a taut string. In a pinch, an agent can construct a makeshift longbow, given the proper materials and a successful Craft (Weapon-smithing) check (see page 7). Long bows are not drawn tight enough to allow the agent to apply his Strength bonus to damage rolls. The range increment of all arrows fired with a long bow is reduced by 20 feet.

Bow, Short: There are literally hundreds of styles of 'short bow' around the world, ranging from the Eskimo sinew-composites to the Mongol horn-bows to modern weapons of steel and fiberglass. All short bows use complex materials to store a tremendous amount of mechanical energy in a small package and then transfer it to an arrow. Their small size allows for them to be concealed much more easily than other types of bows when unstrung (-2 to Spot checks to notice a short bow the agent is trying to hide on his person). The range increment for all arrows fired from a short bow is reduced by 40 feet.

Crossbow, Hand: With its ineffective stopping power, this weapon is used primarily by those concerned with stealth. Loading (and reloading) a hand crossbow requires only a free action, though no single agent load more than 2 hand crossbows per round.

Crossbow, Heavy: Using a heavy crossbow requires two hands. The weapon is loaded using a winch along the side, which takes a full action to perform. Reloading a heavy crossbow is also a full action.

HURLED WEAPONS

ARROWS

In addition to the arrows presented in the *Spycraft Espionage Handbook*, agents have the following options.

Grenade: Grenade arrows may be requisitioned in any grenade type. Each grenade arrow has the same statistics and effects as a grenade of the same name, except that both the blast increment and damage value, if any, are halved (rounding up).

Shedding Head: The heavy shaft of this arrow is covered with a number of loosely-seated razor blades. These blades cause substantial bleeding when the arrow pierces a target, and the blades' loose connection to the shaft causes them to break off when the shaft is removed, leaving them behind in the target's body. Targets hit with a shedding head arrow lose one point of vitality per round (but not wounds, see *next column*) at the beginning of their actions. Multiple shedding head hits don't stack; a target loses only one point of vitality per round from this attack, regardless of the number of shedding head hits he's suffered. If the target drops to 0 vitality (due to bleeding, damage from the attack, or a pre-existing condition), a shedding head arrow inflicts a single additional wound on the target, after which it has no further effect. Vitality loss from bleeding may only be stopped with a successful First Aid check (DC 20), requiring one minute to perform.

Signal Arrows: These arrows cause minimal (subdual) damage, but create an extremely loud whistling sound when fired. In an otherwise quiet area these arrows can be heard over a mile away.

GRENADES

In addition to grenade-like deviation, most grenades inflict blast damage or blast damage-like effects (*Spycraft Espionage Handbook*, page 172). Standard hand grenades may not be used in grenade launchers.

Categories: All grenades fall into one category. There are no grenade sub-groups.

Abilities: An agent's Dexterity modifier is applied to all grenade attack rolls. His Strength modifier is never applied to grenade damage rolls.

Feats: In order to properly use a grenade, you must have the Weapon Group Proficiency (Hurled) feat; otherwise you suffer a -4 penalty to all of your attack rolls.

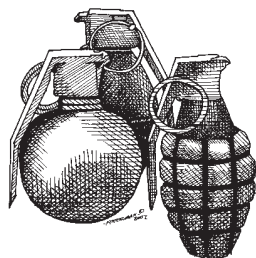
GRENADE DESCRIPTIONS

In addition to the grenades presented in the *Spycraft Espionage Handbook*, agents have the following options. All grenades may be requisitioned as hand grenades or rifle grenades, at the agent's option. The grenade's type must be established when it is requisitioned.

Aerodynamic: Literally a flying disk constructed of high explosive with a pre-fragmented metal skin to stiffen the body, these grenades have a dramatically longer range increment than traditional stick or pineapple-style grenades.

Chemical: This shell uses a small explosive charge to propel a dangerous chemical contagion over the target area. The target character must make a Reflex save





GRENADES

(DC 30) or be covered with this fluid. Chemical grenades have a blast increment of 1 square; for each damage ring our from the center of the blast, the DC of this Reflex save is reduced by 5 (i.e. those 30 feet or more from the center of this grenade's blast need aren't required to make a save). Cover bonuses and environmental protective gear improve this save normally.

The effects of being covered in the fallout from a chemical grenade blast depend on the contents. Chemical grenades may be filled with any liquid contagion (poison, disease, etc.) that spreads through skin contact. Injected or gaseous contagions may not be used to fill a chemical grenade. This liquid contagion must be requisitioned separately of the chemical grenade.

Incendiary: Typically filled with thermite jelly, these grenades burn lethally hot for 40 seconds or more, melting gear and spreading fire wherever they touch. Temperatures in the blast zone can reach 4,000 degrees Fahrenheit.

Impact Fragmentation: This impact grenade primes like a standard time-delay grenade, but doesn't detonate until it hits something hard or is sharply jolted.

White Phosphorous: The king of anti-personnel incendiary devices, white phosphorous burns extremely hot, extremely bright, and has a gruesome tendency to cling to human flesh. White phosphorous must be shaved off the bodies of those who survive the initial blast. Damage from white phosphorous is fairly low at first, but the target takes the same damage again each round for 20 rounds or until a successful First Aid check is applied (requiring 2 full rounds with a DC of 18). Further, the target must make a Fortitude save (DC 15) or be blinded for 1d6 rounds by the substance's searing brightness.

OTHER HURLED WEAPONS

All weapons in this category are thrown without the use of an explosive charge. Some are thrown by hand, while others are specifically designed to be used with particular devices (e.g. the nail gun).

Categories: All hurled weapons fall into one category. There are no hurled weapon sub-groups.

Abilities: An agent's Dexterity modifier is applied to all hurled weapon attack rolls. His Strength modifier is applied to hurled weapon damage rolls only when noted in the weapon's description. (Unlike most archaic thrown weapons, some modern counterparts – such as the throwing axe – are designed to be more effective in the hands of physically powerful combatants. Such weapons are flagged in the descriptions here and on the weapons tables throughout this supplement and the *Spycraft Espionage Handbook*.)

Feats: In order to properly use one of the weapons listed in this chapter, you must have the Weapon Group Proficiency (Hurled) feat; otherwise you suffer a -4 penalty to all of your attack rolls.

OTHER HURLED WEAPON DESCRIPTIONS

Arrow, Throwing: Unlike an arrow designed for use with a bow, throwing arrows often have a heavy metal shaft and a wide arrow head. They are thrown with a strong overhand motion and have a limited range compared to their bow counterparts.

Axe, Throwing: A throwing axe has a heavy, weighted head well suited for hurling short distances. An agent adds his Strength modifier to this weapon's damage when it is thrown.

Ball Bearings: With a successful attack roll, ball bearings may be thrown across the ground to hinder pursuers. Ball bearings do no damage. Instead, the target must make a Reflex save (DC 15; if the attack roll resulted in a critical hit, the DC rises to 20), or be staggered until the end of the round. A critical failure with the Reflex save indicates the target has lost his footing completely, and is helpless until the end of the round.

Caltrops: While not exactly a hurled weapon, caltrops are sharp spikes scattered over the ground to prevent someone from moving through the area. They come in a variety of shapes, but all are designed so that no matter how they land, at least one of the spikes points upward.

When thrown, caltrops fill one 10-ft. square. Each round a character traverses or begins his movement in a square covered by caltrops, he must make a Reflex save (DC 15). Failure indicates that he takes 1 point of subdual damage and that his movement for the round is reduced to one-half normal.

Disc, Throwing: A throwing disc is usually made from ceramic or steel. The weapon's edges are unsharpened, but it can still inflict a great deal of bludgeoning damage when it impacts a target.

An agent with the Weapon Group (Hurled) Proficiency and a Strength score of 15 or more may attempt to ricochet the disc from one relatively solid

HURLED WEAPONS

target to another. For the agent to attack two targets in one half action using this tactic, three conditions must be met:

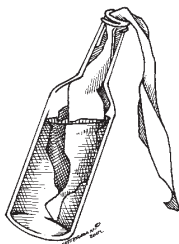
- The first target must have a damage reduction or hardness of 5 or more.
- The second target must be within 5 feet of the first target. Agents with a Strength of 20 or higher may ricochet the disc towards a second target up to 10 feet away from the first target.
- The GC approves the angle of attack to both targets.

If any of these conditions is not met, the agent may make only the first attack. Once these conditions are met, and if the first attack hits, the agent makes an additional attack roll upon the second target with a -5 penalty.

Hammer, Throwing: A thrown hammer is weighted toward the head, where the extra mass allows the weapon to be thrown with a reasonable degree of accuracy. This weapon does far less damage than its archaic counterpart, however, being much smaller.

Javelin: A javelin is a light throwing spear, usually four to five feet in length. The streamlined design of modern javelins makes it possible to throw them tremendous distances.

Lariat: The lariat, or lasso, is common among nomadic cultures, who use it to capture and restrain animals. Proficient characters may also use it against larger opponents. A lasso doesn't inflict normal damage, but allows the agent to make a ranged grapple attack. With success, the target is considered grappled (*Spycraft Espionage Handbook*, pages 172 and 177). The agent may then attempt to pin or drag his opponent to the ground with a successful opposed Strength check. A grappled target may attempt to escape using the standard rules under Grappling Attacks or the Escape Artist skill. Alternately, he can attempt to break the rope (DC 20) or sever it (it has 8 wound points).



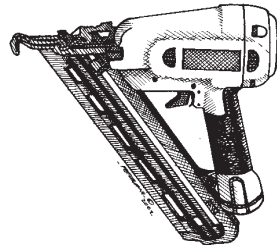
MOLOTOV COCKTAIL

Molotov Cocktail (Napalm): Unlike the standard alcohol Molotov cocktail (*Spycraft Espionage Handbook*, page 120), this weapon is usually made with a mix of detergent, making the flammable liquid extremely difficult to remove or extinguish.

This weapon has a blast increment of less than 1 square (2 feet) and can cause fires. Attempts to extinguish the flames suffer a -4 penalty.

Nail Gun: Modified to remove the firing safety, nail guns can send steel projectiles forward at tremendous speeds. Most nail guns are pneumatic, requiring an air compressor, but some are electric and can be used without any additional attachment.

Nail guns carry a cartridge with a 50-nail capacity. Reloading a nail gun is a full action.



NAIL GUN

Net, Thrown: Nets must be carefully folded prior to use to ensure they will properly unfold when thrown. The character retains a grip on the net by way of a long cord, usually made of heavy-duty nylon.

Attacking with a net requires a ranged touch attack. With a hit, your target is entangled (*Spycraft Espionage Handbook*, page 177). An entangled target may attempt to escape using the standard rules under Grappling Attacks or the Escape Artist skill. Alternately, he can attempt to break the rope (DC 20) or sever it (it has 8 wound points). Nets may only be used on targets of Tiny to Large size, inclusive, and have a maximum range of 1 increment (10 feet).

Rock: Any agent can simply pick up a rock smaller than six inches cubed and pitch it at an enemy. It's crude, but it gets the job done. Finding a rock that can be hurled takes a half action and requires GC approval (you aren't likely to find a rock in a jail cell).

Shotput: While usually limited to track and field competitions, there is little denying that a 12- to 16-pound steel ball can do considerable damage when in the right hands.

Spear: Spears are six feet or longer, with heavy heads to assist in throwing. They can also be used in melee combat, most commonly as a thrusting weapon.

Spike Ball (Piau): Piau are heavily weighted steel balls resembling caltrops. The additional weight gives them considerable momentum when thrown. The spikes along their surface allow them to be used in the same fashion as caltrops (see *opposite*).

MODERN ARMS GUIDE

TABLE 3.1: HURLED WEAPONS

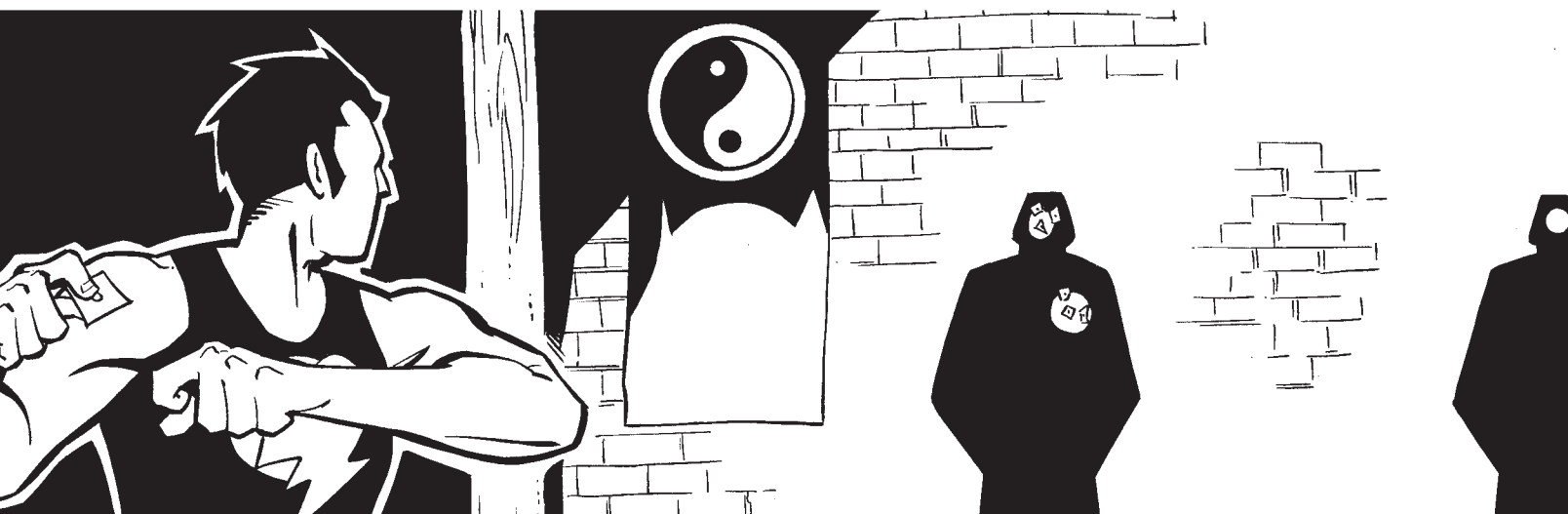
Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Bows</i>									
Bow, composite	10	—	As arrow	1	19–20	As arrow	2–h	3 lb.	\$500
Bow, compound*	14	—	As arrow +1*	1	18–20	–20 ft.*	2–h	7 lb.	\$600
Bow, long*	9	—	As arrow	1	19–20	–20 ft.*	2–h	5 lb.	\$250
Bow, short*	6	—	As arrow	1	20	–40 ft.*	2–h	3 lb.	\$200
Crossbow	8	—	As bolt	1–2	20	As bolt	2–h	6 lb.	\$400
Crossbow, hand*	6	—	As bolt	1–2	20	–40 ft.*	—	4 lb.	\$300
Crossbow, heavy*	17	—	As bolt +2*	1–2	19–20	+50 ft.*	2–h	9 lb.	\$550
<i>Arrows</i>									
• Standard	1 per 50	—	1d6	—	—	100 ft.	—	1/10 lb.	\$10 per 50
• Grenade	1	—	(As grenade)/2*	—	—	60 ft.	—	1/10 lb.	\$30
• Shedding head	1 per 50	—	1d6*	—	—	80 ft.	—	1/10 lb.	\$1
• Signal	1 per 50	—	1d6**	—	—	100 ft.	—	1/10 lb.	\$10 per 50
<i>Bolts</i>									
• Standard	1 per 50	—	1d8	—	—	80 ft.	—	1/10 lb.	\$10 per 50
• Grenade	1	—	(As grenade)/2*	—	—	50 ft.	—	1/10 lb.	\$1
• Shedding head	1 per 20	—	1d6*	—	—	70 ft.	—	1/10 lb.	\$10 per 20
<i>Grenades</i>									
Aerodynamic	13	+1	2d8	1–2	—	60 ft.	—	1/2 lb.	\$50
Chemical	10*	—	Special	1–4	—	15 ft.	—	1/2 lb.	\$40*
Concussion	15	—	5d4**	1–4	—	15 ft.	—	1/2 lb.	\$60
CS gas*	12	—	Special	1–4	—	15 ft.	—	1/2 lb.	\$50
Flash*	12	—	Special	1–4	—	15 ft.	—	1/2 lb.	\$30
Flash/bang*	15	—	Special	1–4	—	15 ft.	—	1/2 lb.	\$50
Fragmentation	15	—	2d10	1–4	—	15 ft.	—	1/2 lb.	\$60
Impact fragmentation	15	—	2d10	1–2	—	15 ft.	—	1/2 lb.	\$75
Incendiary*	15	—	3d6 + fire	1–2	—	15 ft.	—	1/2 lb.	\$100
Smoke*	6	—	Special	1–4	—	15 ft.	—	1/2 lb.	\$20
White phosphorous	16	—	2d4*	1–3	—	15 ft.	—	1/2 lb.	\$150
<i>Other Small Hurled Weapons</i>									
Arrow, throwing	1 per 2	—	1d4†	1	20	10 ft.	—	1 lb.	\$10
Axe, throwing*	1 each	—	1d6†	1–3	19–20	10 ft.	—	4 lb.	\$80
Ball bearings*	1 for 3	+1	Special	1–3	—	5 ft.	—	1/2 lb.	\$10
Bola*	4	—	Special	1–2	20	10 ft.	—	5 lb.	\$20
Caltrops*	1 per 2	+1	Special	1–2	—	5 ft.	—	1 lb.	\$20
Dart, throwing	1 per 3	—	1d3†	1	20	10 ft.	—	1/2 lb.	\$5
Disc, throwing*	1 each	+1	1d4†	1	20	15 ft.	—	1/2 lb.	\$10
Hammer, throwing	1 per 2	—	1d4†	1–2	20	10 ft.	—	2 lb.	\$10
Javelin	2 each	+1	1d6†	1–2	20	50 ft.	—	3 lb.	\$60
Knife, throwing	2 per 3	—	1d4†	1v2	20	20 ft.	SL	1 lb.	\$40
Lariat*	3	—	Special†	1–2	—	10 ft.	2–h, HK	3 lb.	\$30
Molotov cocktail*	1 each	—	1d4 + fire	1–4	—	5 ft.	—	2 lb.	\$10
Molotov cocktail, napalm*2 each	—	—	1d8 + fire	1–4	—	5 ft.	—	2 lb.	\$20
Nailgun	5	—	1d6	1–3	20	10 ft.	—	5 lb.	\$20
Net, thrown*	3 each	+1	Special	1–2	—	5 ft.	2–h	10 lb.	\$30
Netgun*	7	—	Special	1–2	20	10 ft.	—	10 lb.	\$75
Rock	—	—	1†	1	20	10 ft.	—	1 lb.	—
Shotput	1 each	—	1d6†	1–2	20	15 ft.	—	8 lb.	\$20
Spear	2 each	—	1d8†	1–2	19–20	15 ft.	—	5 lb.	\$80
Speargun	9	—	1d6	1	20	10 ft.*	—	5 lb.	\$300
Spike ball (piau)	1 each	—	Special†	1–2	20	10 ft.	—	1/2 lb.	\$10

All weapons listed in bold are reprinted from the *Spycraft Espionage Handbook*.

* See item description for special rules concerning this weapon.

** This is subdual damage. This weapon cannot inflict normal damage.

† If you have the Weapon Group Proficiency (Hurled), add your Strength modifier to this weapon's damage when it is thrown.



"I dated pieces of the blade at 600 B.C. The metal was folded 200 times. Now the Japanese didn't start making swords like that until the Middle Ages. So where the hell did it come from? If I could verify such a weapon, it would be like discovering a 747 a thousand years before the Wright Brothers ever flew."

*- Brenda Wyatt,
Highlander*

***EXOTIC
weapons***

4

INTRODUCTION

A *Spycraft* agent can come upon any number of well-trained and mysterious opponents. These foes, hailing from a variety of cultures and backgrounds, may possess skills with unconventional weapons that present new and interesting challenges to overcome. Agents who have taken the time to learn these weapons can turn the tables against their foes, using their own weapons against them.

Groups: Exotic weapons are divided into two groups: archaic weapons and martial arts weapons.

ARCHAIC WEAPONS

The archaic weapons group consists primarily of arms from the ancient world, including massive warhammers and vicious pole arms, among many other fantasy and pulp favorites. Though often quite crude, these weapons can be used by proficient wielders to devastating, even lethal effect. Knowledge of archaic combat styles is not widespread, but considering the exotic locales that *Spycraft* agents commonly visit, it's not uncommon for them to encounter these weapons.

Categories: Archaic weapons are divided into two categories, or sub-groups: hand-to-hand (archaic melee weapons) and thrown (archaic hurled weapons). *Each weapon's category is also listed on Table 4.1, starting on page 51.*

- **Hand-to-Hand:** These weapons operate like melee weapons in every way save that they require only the Weapon Group (Exotic) Proficiency for the archaic weapons group.
- **Thrown:** These weapons operate like hurled weapons in every way save that they require only the Weapon Group (Exotic) Proficiency for the archaic weapons group.

Abilities: An agent's Dexterity modifier is applied to all archaic weapon attack rolls, and his Strength modifier is applied to all damage rolls (whether an archaic weapon is used hand-to-hand or thrown).

Feats: In order to properly use one of the weapons listed in the Archaic Weapons group you must have the Weapon Proficiency (Exotic) feat for the archaic weapons group; otherwise you suffer a -4 penalty to all of your attack rolls.

ARCHAIC WEAPON DESCRIPTIONS

Atlatl (dart thrower): Designed to aid in hunting prey with darts, atlatl look like long, curved sections of wood. The dart rests along a groove of the atlatl, and when the device is whipped forward with a flick of the wrist, the dart is sent forward at tremendous velocity. Reloading the atlatl after each shot is a half action.

Axe, Broad: This type of axe, also known as the battle axe, is usually comprised of a wooden or steel pole about four feet in length with a single-edged, outward-curved blade mounted on one end. The long handle allows considerable force to be put into a swing. This type of axe is generally used one-handed, but may also be used with two hands.

Boomerang, Hunting: These weapons are usually two to three feet long, and curve slightly to aid in throwing long distances. Unlike traditional boomerangs, hunting boomerangs do not return to the wielder after they are thrown.

Chakram: A chakram is a ring of steel. Only the outer edge is sharpened, allowing the user to grip it along the inside without fear of cutting himself. The ring is very slim, and industrious combatants have been known to conceal chakrams in the brim of their hats. Chakrams may be thrown with enough english that they return after they strike their target. An agent who attempts this suffers a -2 to his attack roll, but if he hits the target, he may then catch the chakram as a free action when it returns (requiring a successful Dexterity check, DC 13).

Flail: A flail is a spiked iron ball attached to an iron or wooden rod by a long piece of chain. Flails are spun rapidly in the air and then thrust out at an opponent, causing considerable damage.



HARPOON GUN

Harpoon: Harpoons are designed to be used with two hands, either in melee or thrown across short distances. They are usually metal and possess a large barb to ensure the weapon remains inside the target once embedded. A target skewered with a harpoon may remove the weapon as a full action, but doing so causes 2d6 additional damage. A cord runs from the shaft to the wielder, who may keep a grip on the rope to keep the

prey from fleeing—fleeing targets must succeed with an opposed Strength check to pull the harpoon from the wielder's hands, escaping his grasp.

Lance: Lances are designed to be used on a mounted steed moving 10 mph or faster. While originally conceived for horseback, an inventive agent might also find use for a lance on any mounted vehicle, such as a motorcycle or a car with a large sunroof. The primary difference between lances is length. A light lance ranges from 6 and 10 feet in length, while a heavy lance ranges from 11 to 14 feet in length.

Mace: A mace is a heavier and much more effective version of a club, approximately three feet in length and possessing a large metal ball or spiked knob on the end. Some varieties replace this knob with iron flanges or sharp tips.

Main-gauche: Translated from the French as “left hand,” the main-gauche is the basis for an entire fighting style which uses the off-hand not as another source of attack, but entirely for defense. Unlike a normal knife or dagger, a main-gauche possesses a large basket hilt that covers the entire hand. Agents fighting with a sword (such as a rapier) in one hand and a main-gauche in the other gain a +1 bonus to Defense against melee attacks, as well as a +1 bonus to any attack rolls made to disarm an opponent.

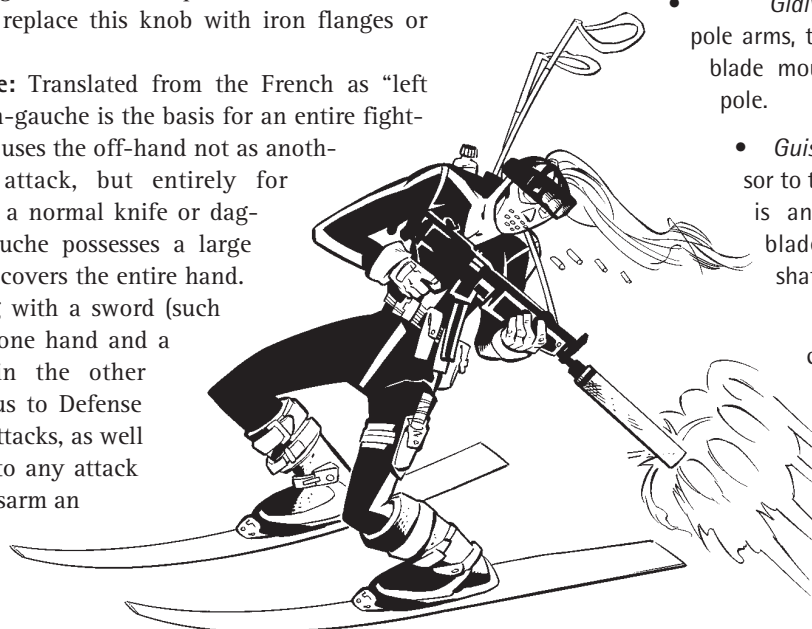
Maul: An older cousin to the warhammer (q.v.), the maul is a brutal six-foot-long hammer designed to smash obstacles into oblivion.

Pick, Heavy: These massive weapons are also known as military picks, and were popular in the Middle Ages because they could pierce metal armor. The imposing pointed head is mounted on a five-foot shaft, which is somewhat unwieldy, if very effective. The pick ignores the first 5 points of hardness when attacking an object (such as a door or wall).

Polearms: Polearms are hafted weapons used against opponents some feet away. They also were used in the Middle Ages as peasant weapons, since they were extremely simple to make and gave some slight advantage against better armed (and armored) opponents).

- **Awl Pike:** An awl pike is a spear from 15 to 20 feet in length. The heads are usually wide and leaf-shaped.

- **Bardiche:** A bardiche is a pole arm with a long axe head two to three feet in length along one side. The tip is pointed to pierce opponents. The shaft of the weapon below the axe head is 5 to 8 feet long, making the entire device up to 11 feet long.
- **Bec de Corbin:** The peculiar bec de corbin has a large hook on one side of the weapon head and a hammer or axe on the other. The shaft is 7 to 9 feet in length.
- **Bill-Guisarme:** Like most pole arms, the bill-guisarme is derived from a harvesting tool. It consists of a cleaver-like blade topped with a large hook or pointed shaft, resting on an 8-ft. pole.



- **Glaive:** One of the simplest pole arms, the glaive is a long sword blade mounted on a 7- to 10-ft. pole.
- **Guisarme:** An early predecessor to the bardiche, the guisarme is an elongated curved axe blade mounted on a 6-ft. shaft.

- **Halberd:** The most commonly envisioned pole arm, a halberd is a large axe head mounted on a 6- to 8-ft. long shaft. The opposite side of the axe also possesses a sharp spike or hook.

- **Lucern Hammer:** As might be expected, a lucern hammer is a pole-arm length shaft (8 to 10 feet) with a hammer head at the top.

- **Mancatcher:** A mancatcher consists of a long pole with a set of pincers or jaws on one end, usually spring loaded or with a series of inward pointing spikes. It is designed to capture and control an opponent while limiting his ability to injure the wielder. To use a mancatcher, the wielder must make a ranged touch attack against his opponent. If successful, the opponent is considered grappled. A grappled target may attempt to escape using the standard rules under Grappling Attacks or the Escape Artist skill. Alternately, he can attempt to break the weapon (DC 20) or sever it (it has 10 wound points).
- **Military Fork:** A military fork is a pair of long spikes similar to a pitchfork, mounted on a 6- to 8-ft. pole.
- **Partisan:** A partisan is a bladed spear with two spikes at the blade's base. Partisans range from 8 to 10 feet in length.

- **Ranseur:** A ranseur possesses a three-pronged head, the center spike longer than the rest. The weapon is nearly 9 feet long.
- **Spetum:** Spetums are modified ranseurs, with their prongs turned outward to cause additional damage.
- **Talon (Zhua):** An unusual pole weapon, the talon is a long staff with a claw-shaped hand on top.
- **Voulge:** A more versatile version of the guisarme, a voulge is also a long bladed axe, with a point at the top and a hook along the rear of the blade. The weapon is approximately 8 feet long.

Rapier: Common in fencing, the rapier is designed as a quick, thrusting weapon, and is extremely light.

Scourge: The scourge is as viciously effective as looks. Numerous leather thongs, each usually covered with barbs or studs, attach to a metal or wood handle. The scourge can leave nasty welts or tear apart exposed flesh.

Sickle: A sickle is a short curved blade, sharpened along the inside of the curve, and is found primarily in rural farming communities, where it is used to reap wheat and cut through offending weeds. It can likewise be used on offending enemy agents.

Sling: A sling is a leather pouch tied between two pieces of rope or leather straps. The ammunition is placed in a pouch and the device is then spun rapidly over the agent's head. When one end is released, the pouch flings the bullet toward its target. When this weapon is purchased with BP, the agent receives enough ammunition to last the serial.

Slingshot: Modern slingshots are designed for hunting small game using small steel ball bearings. They are easily concealed in a pocket. Reloading a slingshot is a free action. When this weapon is purchased with BP, the agent receives enough ammunition to last the serial.

Sword, Bastard: A bastard sword is between four and five feet in length and possesses a double-edged blade and an elongated handle. This weapon may be used with either one or two hands.

Sword, Broad: One or both edges of this commonly encountered sword may be sharpened. This weapon is three to four feet in length.

Trident: A trident consists of three long metal spikes mounted on a 4- to 7-ft. pole. It is commonly seen in fishing communities, but is also somewhat effective for hunting land-based opponents.

Warhammer: Slightly shorter than a mace, the war hammer is a large and blunt weight mounted on a short shaft, approximately 2 feet in length.

Whip: A whip has a range of 15 feet, and only deals subdual damage. Although the whip is used as a melee weapon, treat it as a ranged weapon with a maximum range of 1 increment (15 feet) and no range penalties. An agent may use a whip to make trip attacks. If he is tripped during his own trip attempt (as someone yanks the business end of the whip, hoping to bring him down), he may drop the whip to avoid being tripped.

MARTIAL ARTS WEAPONS

Unlike the weapons of the western world, which quickly fell into disfavor with the advent of firearms and ranged tactical weapons, the weapons of the East remain a staple of monks, street warriors, and bodyguards trained in the martial arts, not to mention secret agents! The weapons in the martial arts group are linked to many of the eastern fighting disciplines, each of which carries its own combat style. Agents who dedicate themselves to learning these weapons open up a new world of fighting options.

Where possible, the English version of each martial arts weapon's name is offered, since many weapons possess different names in different languages.

Categories: Martial arts weapons are divided into two categories, or sub-groups: hand-to-hand (martial arts melee weapons) and thrown (martial arts hurled weapons). *Each weapon's category is also listed on Table 4.2 starting on page 51.*

- **Hand-to-Hand:** These weapons operate like melee weapons in every way except that they require only the Weapon Group (Exotic) Proficiency for the martial arts group.
- **Thrown:** These weapons operate like hurled weapons in every way except that they require only the Weapon Group (Exotic) Proficiency for the martial arts group.

Abilities: An agent's Dexterity modifier is applied to all martial arts weapon attack rolls. His Strength modifier is applied only to martial arts hand-to-hand weapon damage rolls, or when noted in a martial arts thrown weapon's description.

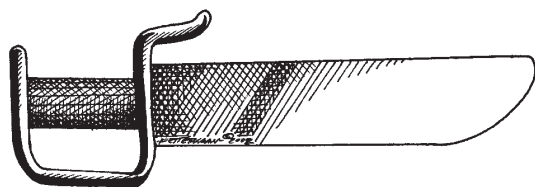
Feats: In order to properly use one of the weapons listed in the Martial Arts Weapons group you must have the Weapon Proficiency (Exotic) feat for the martial arts weapons group; otherwise you suffer a -4 penalty to all of your attack rolls.

MARTIAL ARTS WEAPON DESCRIPTIONS

Baton (Hanbo): A smaller version of the short staff, the hanbo is between two and three feet in length.

Battle Axe (Ono): The ono is the Eastern version of the modern battle axe, but is generally only bladed along one side. The other side of the blade usually has a short metal spike.

Broadsword, Eastern (Dao): The eastern broadsword commonly used by martial artists resembles a saber or scimitar rather than the western broadsword. It consists of a single-edge curved blade with an oval-shaped cup for a hand guard. Eastern broadswords may be used with one or two hands.

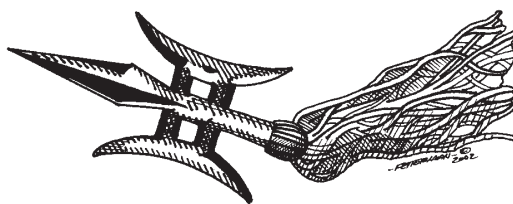


BUTTERFLY SWORD

Butterfly sword: One of the most commonly recognized martial arts weapons, a butterfly sword is a short single-edged sword with a knuckle guard and parrying hook.

Chain Weapons: Chain weapons consist of a 5- to 10-foot length of chain, with various weapon heads located on one or both ends. Each weapon has specific statistics related to its heads, but all possess similar qualities. All chain weapons can be used for trip and disarm attempts against adjacent opponents. If an agent using a chain weapon is tripped during his own trip attempt, he may drop the weapon to avoid being tripped.

- **Chain and Sickle (Kusari-gama):** The kusari-gama is a long length of chain with a sickle attached to one end.
- **Chain and Spear (Chigiriki):** The chigiriki is a half spear with a long weighted chain on the end.
- **Mother and Son Hammer:** The mother and son hammer is very large and heavy, requiring a Strength of 13 or more to wield. The heads are metal spheres the size of basketballs, connected with a heavy chain.
- **Spearhead (Opera):** The opera is a simple spearhead fastened to a short scarf, and is therefore easily concealed.
- **Weighted Chain (Manriki-gusari):** The manrika-kusari is a 10- to 15-ft. length of chain with small weights on both ends.



SPEAR HEAD (OPERA)

Cicada Wing (Chan Zi Dao): This 'sword' consists of a long metal bar ending on either side with a straight blade. In the center of the weapon are two hand guards, each protected by a crescent shaped blade.

Curved Dagger (Kukri): A kukri is a short curved dagger with a sharp inner edge. The curvature of the blade allows it to generate considerable momentum, granting a +1 enhancement bonus to all attack rolls.



DAGGER (TANTO)

Dagger (Tanto): A tanto is a sword-shaped dagger slightly less than a foot long that is easily mistaken for a short wakizashi.

Double Headed Spear (Shuan Tou Quiang): The double headed spear is similar to a standard spear, but possesses a spear head and tassel on both ends.

Emei Piercers (Emei Ci): Emei piercers are thin foot-long metal rods with a small arrowhead on both ends. The center of the rod has a small ring mounted on a swivel, to allow the weapon to be spun rapidly.

Fan (Tessen): This flat fan is usually made of metal and cannot be folded. It is primarily defensive in nature, but can be used to hit people.

Fan, War (Tie Shan): A steel fan looks like a normal oriental fan, but its ribs are made of steel or iron and the cover is normally sturdy silk or satin. When collapsed, the war fan may be used as a club or baton, and while open it may serve as a shield or to confuse an opponent (redirecting his attention, reflecting light in his face, etc.).

Flute (Shakuhachi): Made of wood or iron and disguised as a musical instrument, this weapon can also conceal a dagger or chain.

Fly Whisk: The fly whisk is a 1- to 2-ft. rod attached to a long section of horse hair. The end may be pointed, and the whisk section is often used to feint or distract an opponent.

Flying Fork: The flying fork is similar to a pitchfork or tiger fork (q.v), with a smaller, wider head that is duplicated on both ends of the shaft. The shaft is marked by a series of collar rings, which help the wielder grip the weapon effectively (providing a +1 bonus against disarm attempts). The flying fork is a double weapon.

Foot Spikes (Ashiko): A counterpart to tiger claws (*Spycraft Espionage Handbook*, page 122), foot spikes are metal soles with hooks along the bottom to aid in climbing (+1 bonus to Climbing rolls that stacks with the Climbing bonus from tiger claws). When not climbing, an agent wearing foot spikes loses 5 feet of movement each round. Attaching or removing foot spikes requires one full round.

Ghost Head Broadsword (Gui Tao Dao): The trailing edge of this weapon's blade is decorated with a curved or wavy pattern and decorated with a tassel or rings.

Gold Coin Spade (Jin Qian Chan): The head of this spade is shaped like a golden disc, similar to a pierced Chinese coin. Unlike the monk's spade, this is decorative; the item cannot be used as a conventional spade.

Half-staff sword (Pu Dao): A Pu Dao is a broadsword on the end of a half-sized staff, making it lighter and easier to use than its big brother, the pole sword.

Iron Comb (Tie Su Zi): The handle of this weapon is separated slightly from the iron tines, so it may be wielded in a style similar to a push dagger.

Iron Fingernails (Nego-te): Iron fingernails are either mounted on a leather glove or on individual rings that are worn on each finger. They are often poisoned. An attack with this weapon is considered an unarmed attack, but damage is normal, not subdual.

Iron Ring (Shuo Huan): Very similar to brass knuckles (but not as steady on an agent's hand), this metal ring is designed to fit into the hand with its outer edge protecting the agent's fist. It is usually a blunt weapon, though some styles are sharpened along the outer edge. An attack with an iron ring is considered an unarmed attack, but damage is normal, not subdual.

Jitte: A jitte is similar in design to a sai, but only possesses one curved blade to aid in disarming an opponent.

Mandarin Duck Blade (Yuen Yang Yue): This weapon consists of two crescent-shaped blades that overlap one another. The inside of one blade is wrapped in leather to allow the weapon to be held safely. This weapon may be thrown with a range increment of 5 feet and a maximum range of five increments.

Monk Cudgel (Chan Zhang): The monk cudgel is an ornately carved mace often used in religious festivals. Unlike Western maces, however, the monk cudgel has a hollow head framed by molded metal shafts.



Monk Spade (Chan): A monk spade consists of a 4- to 6-ft. long wooden shaft with a metal head on both ends. One head is a wide wedge-shaped spade head, and the other is a crescent moon-shaped blade. The monk spade is a double weapon.

Nine Ring Broadsword (Jin Huan Dao): This weapon is similar to a conventional broadsword, but has nine metal rings along the back of the blade. The rings add weight, providing the weapon's high damage value.

Nine Teeth Hook (Jiu Zi Gou): The nine teeth hook is commonly used with a two-weapon fighting style. One end of the weapon ends in a hook, while the other ends in a spearhead. The center of the weapon has a crescent moon shaped hand guard with nine spikes protruding from the center.

Pole Weapons: Pole weapons are staff or hafted weapons, designed to be used to attack opponents at a distance. Each weapon has specific statistics related to its heads, but all possess similar qualities.

- **Buddha Hand (Fo Shou):** The buddha hand is a polearm with an unconventional head—a wide, open-palmed metal hand.
- **Dagger Axe (Ge):** This pole weapon has a long flat blade mounted perpendicular to the end of a shaft from 8 to 10 feet in length.
- **Eastern Spear (Yari):** The martial artist's spear of choice consists of a diamond-shaped head mounted on a wooden shaft with a red tassel or sash at the blade's base. These spears are not designed to be thrown, and range from 7 to 12 ft. in length.
- **Halberd (Ji):** The Eastern halberd is more versatile than its Western counterpart, and consists of either one or two crescent-shaped blades on the sides of a long spear head. This inventive design allows the weapon to be used for thrusting, slicing, hooking and blocking. The halberd ranges from 6 to 8 feet in length.
- **Heaven Lotus Phoenix Tail (Tian He Feng Wei Tang):** This pole weapon has an exquisitely shaped phoenix tail design on one end of the shaft, while the other has a crescent shaped spade. The heaven lotus phoenix tail is a double weapon.
- **Hooked Single Spear (Lian Dao Qiang):** This weapon has a small sickle at the base of the spearhead.
- **Long Stick Axe (Yue):** This weapon is a heavy axe head placed on a 6- to 8-ft. long wooden shaft.
- **Pole Sword (Kwan Dao):** This massive pole weapon weighs nearly 100 pounds and requires a Strength of 15 or more to use. The pole sword features a wide blade mounted on a 4- to 6-ft. wooden shaft. The other end of the staff is an iron spearhead.

- **Snake Spear (She Quiang):** The top of this 6- to 8-ft. spear consists of a wide, wavy-edged blade. Also called a flamberge, this weapon was designed to increase the cutting surface of the blade. Like most Eastern pole weapons, the snake spear also possessed a red tassel at the base of the blade.

- **Sword Staff (Naginata):** The sword staff is a long curved sword blade mounted on the end of a 4- to 6-ft. staff.

- **Three Point Double Blade Sword (San Jian Lian Ren Dao):** This long pole weapon has a wide-bladed sword head that splits into three sections near the end. The opposite end of the shaft bears a heavy spear head. The three point double blade sword is a double weapon.

Punch Rod (Kubotan): A punch rod is a short cylinder of wood, metal, or plastic, held tightly in one hand. The weapon tapers at the ends, and the agent uses these dull points to strike an opponent's key pressure points. An attack with a punch rod is considered an unarmed attack. An agent wielding a punch rod may attempt to make a nerve strike by accepting a -4 penalty to the attack roll. If successful, the target suffers one point of temporary Strength damage. This temporary Strength damage is suffered only if the agent suffers 1 or more points of normal damage from the attack.

Rake: This weapon is approximately 6 feet in length, with one head consisting of a series of sharp curved tines. The opposite end comes to a sharp point. The rake is a double weapon.

Rope Weapons: Rope weapons consist of a 10- to 15-foot length of rope, with various weapon heads located on one or both ends. They are lighter and faster than chain weapons, and have greater range. Each weapon has specific statistics related to its heads, but all possess similar qualities. All rope weapons can be used for trip and disarm attempts against adjacent opponents. If an agent is tripped during his own trip attempt, he may drop the weapon to avoid being tripped.

- **Double Flying Claw (Shuang Fei Zhua):** The double flying claw has a large, clawed metal hand on each end. It is an extremely dangerous weapon and can do a great deal of damage. The flying double claw is a double weapon.
- **Meteor Hammer:** The meteor hammer has a large egg-shaped hammer at one end. Its rope is coiled and swung around the body until enough momentum is gained to hurl the hammer at a target.

Seven Piece Sword (Ninja-to): The ninja-to fulfills a variety of functions. The scabbard is hollow and may be used as a breathing tube, but is hard enough to be used

as a Small club. The rest of the sword may be disassembled to reveal several shurikens (of the star and dart variety), along with a Small knife.

Shuriken, Dart (Bo-shuriken): Unlike standard shuriken, these throwing stars do not spin; they are thrown straight at the target. This shortens their range, but increases their damage.

Shuriken, Hollow (Semban-shaken): These small star-shaped darts have a hole in the center that produces a distinct whistling sound as they fly through the air.

Shuriken, Mouth (Fukumi-bari): Concealed within a person's mouth, fukumi-bari are designed to be blown or spat at an opponent. Due to their size, they inflict minimal damage, and are most effective against vulnerable parts of a target, such as the eyes.

Staff, Short (Jo): A short staff is usually constructed from hard wood and is approximately 4 feet in length. The jo may be used with one or two hands.

Straight Sword Piercer (Jian Ci): The straight sword piercer has a long and thin serrated blade. The teeth point backward at the point of the blade, and forward at the base of the blade.

Sword, Scholar's (Jian): Scholars' swords are similar to Western rapiers, though they have a double-edged blade. There is no guard for the hand, and a tassel is tied to the end of the handle.

Three Section Staff: The three section staff is made of three wooden rods connected by several links of chain. The versatility and effectiveness of this weapon has made it a staple of the modern martial arts.

Tiger Fork: The tiger fork is similar to a pitchfork, with one end consisting of three widely spaced and sharpened tines. The opposite end has another sharp iron point for stabbing. In its entirety, the tiger fork is just over 6 feet long.

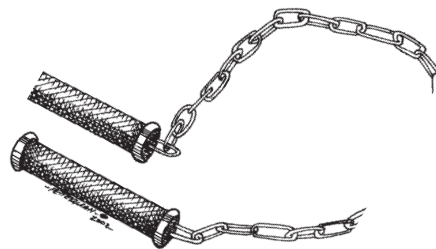
Tiger Hook (Gou): There are many variations of the tiger hook as a weapon, but the most common is a metal bar approximately 3 feet long that ends in a spiked hook. The handle of the weapon is protected by a crescent moon blade.

Tonfa: The tonfa is a club with a short handle, similar to a nightstick, but much thicker. The tonfa is popular among Eastern police forces.

Two-Handed Sword (Shuang Shou Dao): Two-handed swords are not common in most martial arts, due to their plodding nature. Only a few styles still incorporate them.

Unicorn Horn Sword (Lin Jiao Dao): The unicorn horn sword is a heavily modified short sword. The blade is slightly curved, and the hand guards are crescent-shaped blades. Another blade near the handle curves outward to aid in parrying.

Wakizashi: The wakizashi is the katana's companion and is likewise exquisitely crafted. An agent wielding a wakizashi receives a +1 enhancement bonus to all attacks.



WHIP CHAIN

Whip Chain: A whip chain is a Large weapon constructed from sections of steel bars that are linked together with rings or links of chain. Remarkably flexible, this weapon can generate incredible momentum when swung.

Wolf Spear (Lan Quiang): The head of the wolf spear consists of a series of outwardly pointed sharp tines that extend from branches along the center shaft.

Wolf Teeth Club (Lan Ya Ban): The wolf teeth club is a heavy spiked club mounted on the end of a 6-ft. pole.

Wooden Sword (Boken): The boken is commonly used as a practice sword, but can still be an effective weapon in the right hands.

EXOTIC WEAPONS

LEGEND

Note	Meaning	Note	Meaning	Note	Meaning
Ability #	Minimum Ability Score to Use Weapon	DA	Dangerous	PB	Ported barrel
1-h	1-handed	DP	Dependable		(masterwork modification)
2-h	2-handed	DI	Disposable	PW	Powered
AA	Advanced aim	DS	Double-safe	RC	Recoil compensator (integral)
AD	Armor-defeating	DT	Discreet	RG	Rugged
AP	Armor-piercing	FB	Floating barrel	RH	Reach
AK	Awkward		(masterwork modification)	SG	Sure-grip
BF	May fire in burst mode	FL	Fast-load	SL	Streamlined
	(for weapons that may	GD	Guard	SP	Suppressed
	not normally fire in	HB	Heavy barrel	SS	May fire in single-shot
	burst mode)		(masterwork modification)		mode (for weapons that
BB	Bull-barrel	HK	Hook		may not normally fire in
	(masterwork modification)	IN	Integral <accessory>		single-shot mode)
BP	Bullpup	LH	Left-handed (off-hand	ST	May fire in strafe mode
CL	Coil		penalty applied to attacks		(for weapons that may
CP	Composite		by right-handed users)		not normally fire in
CS	Collapsible stock	LR	Long reach		strafe mode)
CU	Custom stock	LV	Limited vision	TD	Takedown
	(masterwork modification)	MC	Multi-chambered	TP	Trap
CT	Cryogenic treatment	MD	Modular	TS	Tassel
	(masterwork modification)	MP	Multi-part	WL	Whisper-lock

TABLE 4.1: ARCHAIC WEAPONS

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Small Hand-to-Hand Weapons</i>									
Main-gauche*	7	—	1d3	1	19–20	—	GD, TP	1 lb.	\$40
Sickle	3	—	1d4+1	1–2	20	—	—	3 lb.	\$25
Whip*	3	—	1d6**	1–2	—	15 ft.*	LR, TP	2 lb.	\$10
<i>Medium Hand-to-Hand Weapons</i>									
Axe, broad	6	—	1d8	1–2	19–20	—	1-h or 2-h	7 lb.	\$40
Flail	4	—	1d6+1	1–2	20	—	—	5 lb.	\$30
Harpoon*	8	—	1d8	1	18–20	—	—	8 lb.	\$60
Lance, light	8	—	1d6	1–2	19–20	—	RH	5 lb.	\$20
Mace	5	—	1d8	1	20	—	—	12 lb.	\$50
Rapier	7	—	1d6	1	18–20	—	—	2 lb.	\$100
Scourge	6	+1	1d4	1–3	19–20	—	—	5 lb.	\$60
Sword, bastard	7	—	1d10	1	19–20	—	1-h or 2-h	7 lb.	\$200
Sword, broad	6	—	1d8	1	19–20	—	—	5 lb.	\$150
Warhammer	6	—	1d8+1	1	20	—	1-h or 2-h	8 lb.	\$80
<i>Large Hand-to-Hand Weapons</i>									
Lance, heavy	8	—	1d8	1–3	19–20	—	1-h or 2-h, RH	8 lb.	\$50
Maul	5	–1	1d12	1–2	20	—	2-h	10 lb.	\$100
Pick, heavy	6	—	1d10*	1–2	19–20	—	2-h	8 lb.	\$60
<i>Polearms</i>									
• Awl pike	9	—	1d10	1–2	20	—	2-h, STR 13, LR	18 lb.	\$150
• Bardiche	10	—	1d12	1	20	—	2-h, RH	15 lb.	\$150
• Bec de corbin	10	—	1d10	1–2	20	—	2-h, HK, RH	15 lb.	\$150
• Bill-guisarme	10	—	1d8+1	1–2	20	—	2-h, HK, RH	15 lb.	\$150
• Glaive	11	—	1d10	1–2	18–20	—	2-h, RH	15 lb.	\$150
• Guisarme	8	—	2d4	1–2	20	—	2-h, RH	15 lb.	\$150
• Halberd	10	—	1d10	1–2	19–20	—	2-h, RH	14 lb.	\$150
• Lucern hammer	8	—	2d4	1	20	—	2-h, RH	15 lb.	\$150
• Mancatcher*	6	—	Special	1–3	19–20	—	2-h, STR 13, RH	15 lb.	\$150
• Military fork	9	—	1d8+1	1	20	—	2-h, RH	15 lb.	\$150
• Partisan	11	—	1d10	1	20	—	2-h, RH, TP	15 lb.	\$150
• Ranseur	9	—	2d4	1	20	—	2-h, RH, TP	15 lb.	\$150
• Spetum	9	—	1d10	1	20	—	2-h, RH	15 lb.	\$150
• Talon (zhua)	9	—	1d8	1	19–20	—	2-h, RH	14 lb.	\$150

MODERN ARMS GUIDE

TABLE 4.1: ARCHAIC WEAPONS

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
• Voulge	12	—	1d10	1–2	19–20	—	2–h, HK, RH	15 lb.	\$175
Scimitar	8	—	1d12	1	19–20	—	2–h	8 lb.	\$500
Trident	8	—	1d8	1	18–10	—	2–h	8 lb.	\$100

Small Thrown Weapons

Atlatl (dart thrower)	4	—	1d4+1†	1–3	20	40 ft.	—	2 lb.	\$60
Boomerang	4	—	1d8†	1	20	20 ft.	—	2 lb.	\$10
Chakram*	5	—	1d6†	1–2	19–20	25 ft.	—	1 lb.	\$100
Sling	2	—	1d4	1	—	20 ft.	—	—	\$5
Slingshot	5	+1	1d3	1	20	15 ft.	—	—	\$15

Medium Thrown Weapons

Blowgun	10	—	1d3*	1	16–20	5 ft.	—	2 lb.	\$10
Boomerang, hunting	7	—	1d10†	1	19–20	15 ft.	—	4 lb.	\$20

All weapons listed in bold are reprinted from the *Spycraft Espionage Handbook*.

* See item description for special rules concerning this weapon.

** This is subdual damage. This weapon cannot inflict normal damage.

† Add your Strength modifier to this weapon's damage when it is thrown.

TABLE 4.2: MARTIAL ARTS WEAPONS

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Small Hand-to-Hand Weapons</i>									
Curved dagger	5	+1	1d4†	1–2	18–20	5 ft.	—	3 lb.	\$40
Dagger	4	—	1d4†	1	19–20	5 ft.	—	1 lb.	\$30
Fan	5	—	1d3**	—	20	—	GD	2 lb.	\$25
Fan, war	6	—	1d4+1†	1	19–20	5 ft.	TS	3 lb.	\$30
Fly whisk	1	—	1d3**	—	—	—	TS	2 lb.	\$25
Foot spikes*	3	—	1d3	1	20	—	SG	1/2 lb.	\$60 per 2
Iron comb	4	—	1d4	1–2	19–20	—	—	1 lb.	\$20
Iron fingernails*	3	—	1d2/1d3/1d4	1–2	19–20	—	—	1/10 lb.	\$30 per 5
Iron ring*	2	—	1d2/1d3/1d4	1	20	—	—	1/10 lb.	\$20
Jitte	6	—	1d4	1	20	—	GD, TP	2 lb.	\$50
Kama	5	—	1d8	—	—	—	—	2 lb.	\$20
Mandarin duck blade	7	—	1d6†	1–2	19–20	5 ft.*	GD	4 lb.	\$40
Nunchaku*	5	—	1d6	1–2	19–20	—	—	2 lb.	\$20
Punch rod*	4	—	1d4+1	—	20	—	—	1 lb.	\$20
Sai*	4	—	1d6	1	20	—	—	2 lb.	\$150
Tiger claws*	1	—	Special	1	20	—	—	1/2 lb.	\$60 per pair
Tonfa	6	—	1d4+1	1	20	—	GD	2 lb.	\$50
Wakizashi	7	+1	1d6	1	19–20	—	—	4 lb.	\$150

Medium Hand-to-Hand Weapons

Baton	3	—	1d4	1	20	—	—	3 lb.	\$15
Battle axe	6	—	1d8	1–2	19–20	—	1–h or 2–h	6 lb.	\$80
Broadsword, eastern	7	—	1d8	1–2	18–20	—	1–h or 2–h	8 lb.	\$150
Butterfly sword	6	—	1d6	1–2	19–20	—	SG	2 lb.	\$100
Emei piercers	6	—	1d4	1–2	18–20	—	SG	2 lb.	\$50

EXOTIC WEAPONS

TABLE 4.2: MARTIAL ARTS WEAPONS (CONTINUED)

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
Flute	3	—	1d4	1	20	—	—	3 lb.	\$40
Ghost head broadsword	7	—	1d8	1	19–20	—	TS	8 lb.	\$200
Katana*	10	+1	1d10	1	19–20	—	1–h or 2–h	5 lb.	\$500
Monk cudgel	5	—	1d6+1	1	20	—	—	6 lb.	\$100
Nine ring broadsword	7	—	1d8+1	1	19–20	—	—	4 lb.	\$150
Nine teeth hook	7	—	1d4/1d3	1–2	19–20	—	HK, SG	4 lb.	\$75
Seven piece sword	7	—	1d6	1	19–20	—	—	5 lb.	\$250
Staff, short	4	—	1d4+1	1	20	—	1–h or 2–h	2 lb.	\$50
Straight sword piercer	7	—	1d4+3	1	19–20	—	—	6 lb.	\$200
Sword, scholar's	8	—	1d6+1	1–2	18–20	—	TS	4 lb.	\$100
Tiger fork	6	—	1d8/1d4	1–2	19–20	—	—	6 lb.	\$150
Tiger hook	6	—	1d4+1	1	20	—	HK	4 lb.	\$80
Unicorn horn sword	6	—	1d6	1–2	19–20	—	TP	3 lb.	\$75
Whip chain	11	—	1d6+1	1–2	19–20	—	CL, RH, TP	8 lb.	\$150
Wooden sword	3	—	1d4	1	20	—	1–h or 2–h	4 lb.	\$60

Large Hand-to-Hand Weapons

Bo stick	7	—	1d6/1d6	1	19–20	—	—	4 lb.	\$10
Chain weapons									
• Chain and sickle	8	—	1d6/1d4	1–2	20/—	—	2–h, RH, TP	6 lb.	\$120
• Chain and spear	9	—	1d6/1d4	1–2	19–20/—	—	2–h, RH, TP	9 lb.	\$150
• Mother and son hammer	9	—	1d8/1d8	1–2	20	—	2–h, STR 13, RH, TP	15 lb.	\$150
• Spearhead	8	—	1d3+1	1–2	18–20	—	2–h, RH, TS, TP	3 lb.	\$80
• Weighted chain	7	—	1d4/1d4	1–2	20	—	2–h, RH, TP	8 lb.	\$80
Cicada wing	7	—	1d8/1d8	1–2	19–20	—	2–h, GD	10 lb.	\$250
Double headed spear	6	—	1d6/1d6	1–2	19–20	—	2–h, TS	8 lb.	\$120
Flying fork*	7	—	1d6+1/1d6+1	1–2	19–20	—	2–h, SG	8 lb.	\$150
Gold coin spade	4	—	1d4+1	1	20	—	2–h	7 lb.	\$100
Half-staff sword	8	—	1d8	1	18–20	—	2–h	11 lb.	\$200
Monk spade	6	—	1d6/1d6	1	19–20	—	2–h	7 lb.	\$150
Pole weapons									
• Buddha hand	8	—	1d6+1	1	20	—	2–h, RH	14 lb.	\$120
• Dagger axe	9	—	1d8	1	19–20	—	2–h, RH	14 lb.	\$150
• Eastern spear	8	—	1d8	1	20	—	2–h, RH	12 lb.	\$100
• Halberd	12	—	1d10	1	18–20	—	2–h, RH	14 lb.	\$150
• Heaven lotus phoenix tail	10	—	1d8/1d4+1	1	19–20/20	—	2–h, STR 13, RH	15 lb.	\$180
• Hooked single spear	11	—	1d8	1	19–20	—	2–h, HK, RH	14 lb.	\$150
• Long stick axe	10	—	1d8+1	1	19–20	—	2–h, STR 13, RH	15 lb.	\$150
• Pole sword	11	—	1d10/1d4	1	19–20	—	2–h, STR 13, RH	15 lb.	\$200
• Snake spear	11	—	1d8+1	1	19–20	—	2–h, RH, TS	12 lb.	\$120
• Sword staff	12	+1	1d10	1	19–20	—	2–h, RH	12 lb.	\$150
• Three point double blade sword	11	—	1d8+1/1d8	1	19–20	—	2–h, STR 13, RH	15 lb.	\$150
Rake	4	—	1d6/1d4	1	20	—	2–h	6 lb.	\$70

Rope weapons

• Double flying claw	9	—	1d6+1/1d6+1	1–2	20	—	2–h, LR	10 lb.	\$120
• Meteor hammer	10	—	1d8+1/1d8+1	1–2	20	—	2–h, STR 15, LR	20 lb.	\$120
Three section staff	8	—	1d8/1d8	1–3	20	—	2–h, CL, TP	8 lb.	\$80
Two-handed sword	9	—	2d6	1	19–20	—	2–h, STR 13	15 lb.	\$250

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TABLE 4.2: MARTIAL ARTS WEAPONS (CONTINUED)

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
Wolf spear	10	—	1d12	1	18–20	—	2–h	12 lb.	\$175
Wolf teeth club	9	—	2d6	1	19–20	—	2–h, STR 15	25 lb.	\$250
<i>Small Thrown Weapons</i>									
Shuriken*	1 per 9	—	1	—	19–20	10 ft.	SL	1/10 lb.	\$10 each
Shuriken, dart	1 per 9	–1	1d3	1	18–20	5 ft.	SL	1/10 lb.	\$10 each
Shuriken, hollow	1 per 9	—	1	—	19–20	10 ft.	SL	1/10 lb.	\$10 each
Shuriken, mouth	1 per 9	–1	1	1	17–20	5 ft.	SL	—	\$5 each

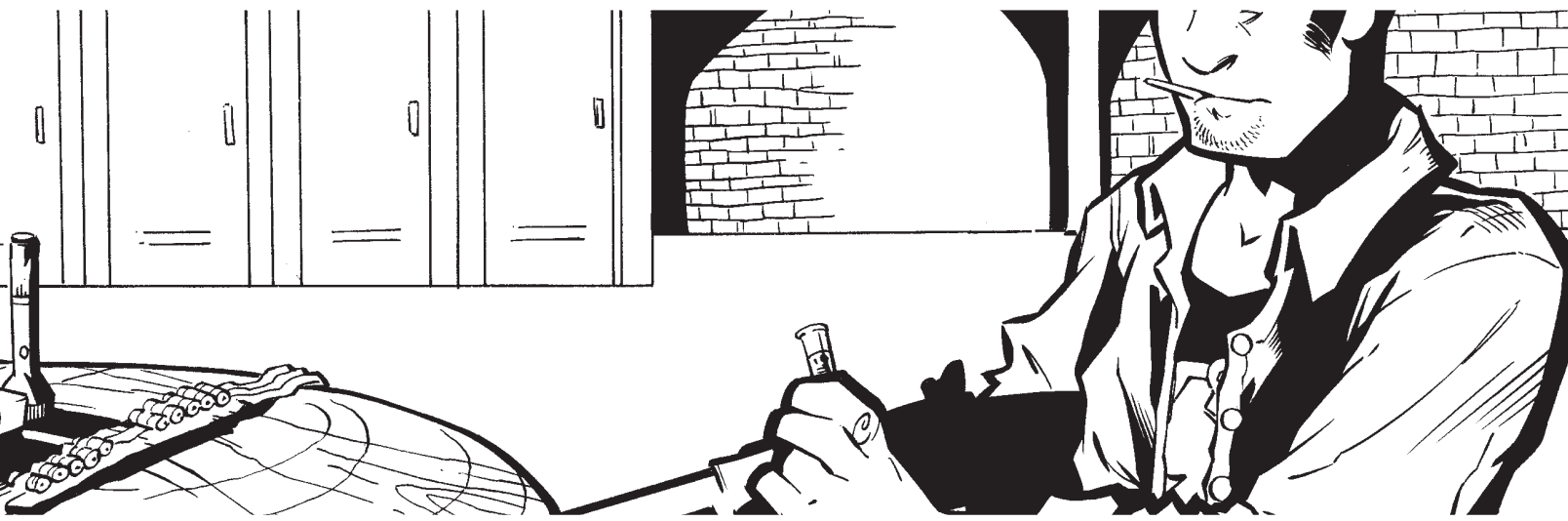
All weapons listed in bold are reprinted from the *Spycraft Espionage Handbook*.

* See item description for special rules concerning this weapon.

** This is subdual damage. This weapon cannot inflict normal damage.

† If you have the Weapon Group Proficiency (Hurled), add your Strength modifier to this weapon's damage when it is thrown.





*"Son, we live in a world that has walls,
and those walls have to be protected
by men with guns."*

*- Col. Nathan R. Jessep,
A Few Good Men*

FIREARMS

5

INTRODUCTION

By far the most common attack form in most modern combats – and in most blockbuster movies – firearms are the backbone of *Spycraft*'s standard-issue weapons catalog. Whether you're covering your teammates' assault on an enemy stronghold or picking off shock troops during an infiltration, firearms are integral to nearly all modern action stories.

This chapter describes a wide range of firearms from across the world. Each weapon description includes a brief data entry followed by the calibers each weapon is commonly found in, its magazine capacity (ammunition supply), and physical dimensions.

Groups: Firearms are divided into four groups: handguns, rifles, shotguns, and submachineguns, with a fifth non-weapon section devoted to ammunition. This chapter handles these groups in separate sections.

RECOIL (OPTIONAL)

Special Note: While recoil rules add great realism to the game, they also sacrifice much of the cool movie mayhem some players may desire. For this reason, these rules can easily be dropped without impacting any other weapon values (including BP).

Despite their small size, firearms generate tremendous recoil (the "kick" felt when the weapon fires). Recoil throws the weapon's aim point up and away from the target, making it very difficult to hit the target a second time when firing rapidly.

When an agent is making standard attacks, there's plenty of time to bring the weapon back on target, but during autofire, burst, and strafe attacks, recoil can present a serious problem. Each firearm has a recoil rating. For every point that the agent's Strength is lower than his weapon's recoil value he suffers a -1 recoil penalty to all autofire, burst, and strafe attacks.

Recoil can be partially countered by using two hands. This effectively increases the agent's Strength by 2 for the purpose of determining the recoil modifier only.

The range of recoil values is broad, but is generally based on weapon type (rifles are heavier than pistols, for instance, reducing their effective recoil) and design (some weapons are tuned to minimize recoil, while others kick ferociously). Consult Table 5.1-5.13 for the recoil rating of each firearm.

Finally, a successfully applied ported barrel masterwork weapon modification reduces a weapon's recoil value by 2 (see page 18 for more about this option).

FIREARM DESCRIPTIONS

The title line for each firearm lists the weapon's manufacturer, name, and country of issue (in that order), followed by a brief description of the weapon and the following information:

Caliber: The sizes (e.g. 9mm, .45, etc.) and types (NATO, Makarov, etc.) of ammunition the weapon may fire. Some firearms list more than one caliber – this means that there are several models of the weapon, each of which may fire one of the listed calibers. The caliber of a firearm is chosen when it is requisitioned, and usually determines the weapon's BP and actual costs (see Tables 5.1-5.13, starting on page 89).

Unless otherwise noted, no single firearm may fire more than one size/type of ammunition (e.g. 7.62x51mm NATO weapons fire only 7.62x51mm NATO bullets), and firearms may not be rechambered during play to accept new types of ammunition.

Caliber Conventions: Several firearms calibers have multiple names, gained as new weapons using them were created, or under other circumstances. In such cases, we have tried to keep to only one name for each. Several examples follow:

Calibers	Name Used
5.56x45mm NATO, .223 Remington	5.56x45mm NATO
7.62x51mm NATO, .308 Winchester	7.62x51mm NATO
7.65x17mm SR, 7.65mm Browning, 7.65mm ACP, .32 ACP	.32 ACP
9mm Short, 9mm Kurz, 9x17mm, .380 ACP	.380 ACP

Ammunition Capacity: In the *Spycraft Espionage Handbook*, ammunition capacities were determined by weapon category. This book supersedes this precedent, determining ammunition capacity by individual weapon. See each weapon description for specifics.

When more than one ammunition capacity is listed, the agent chooses the magazine size for his weapon, paying the extra BP cost or actual cost listed in parentheses next to it (if any). This extra cost is paid for each magazine requisitioned or purchased.

Though not entirely consistent with some real-world weapons, *Spycraft* considers any ammunition capacity of 50 shots or more to be belt-fed. Belt-fed weapons generally require a second character to assist the shooter. This person makes sure the belt feeds into the weapon correctly. If a belt-fed weapon is fired for more than 1 consecutive round without a second character feeding ammunition, the shooter suffers a -2 balance penalty to his attack rolls. This rule also applies to any weapon whose ammunition is described as "belt-fed," regardless of the weapon's ammunition capacity.

Length: The length of the firearm from butt to the tip of the barrel.

Weight: The weight of the firearm, in ounces.

HANDGUNS

This group includes any firearm originally intended for one-handed operation. However, most contemporary police, military, and paramilitary organizations train their members in either the “Weaver” or “Modern Isosceles” pistol stance for stationary shooting. Agents in these stances keep both hands on the gun, the dominant arm straight to absorb the recoil into the shoulder, and the other arm bent to steady the weapon.

Categories: Handguns featured in the *Modern Arms and Equipment Guide* are divided into two categories – pistols and revolvers – each of which is further broken up into a number of sub-categories. Unlike the material in most other chapters of this book, firearms descriptions are broken up into these categories. *Each weapon’s category is also listed on Tables 5.1-5.6 starting on page 89.*

Pistols: Pistols generally keep ammunition in a magazine rather than a cylinder, making them quick to reload. Pistols are more susceptible than revolvers to malfunctions caused by questionable ammunition quality and projectile design, though unlike revolvers they may use suppressors.

- **Backup Pistols:** Backups are similar to service pistols in design and function, though they are smaller and feature reduced ammunition capacities. Backup pistols may attach accessories to the grip, barrel, and rail mounts only (see page 106).
- **Pocket Pistols:** Pocket pistols are easily concealed (+4 to the DC to Spot them on an agent’s person) at the cost of poor reliability and low ammunition capacity. Also, pocket pistols are ineffective beyond 5 range increments. Pocket pistols may attach accessories to the grip and barrel mounts only (see page 106).
- **Service Pistols:** Service pistols are the duty weapons of the vast majority of law enforcement agencies around the world, as well as many militaries (especially among officers). These workhorses generally carry more ammunition than other pistol types and are typically more reliable, but they are often bulky, placing function before style and sleekness. Service pistols may attach accessories to the grip, barrel, and rail mounts only (see page 106).
- **Target Pistols:** Target pistols are highly customized service pistols, designed for increased accuracy. An agent receives a +1 enhancement bonus to all attacks with a target pistol. Target pistols may attach accessories to the grip, barrel, and rail mounts only (see page 106).

Revolvers: Revolvers hold ammunition in a rotating cylinder. When this cylinder spins around, either by pulling the trigger or cocking back the hammer, the next round of ammunition aligns with the firing mechanism

FIREARM MODES

Throughout this chapter, several firearms descriptions mention weapon modes. There are three standard modes of firearm operation:

- **Single-shot Mode:** The weapon fires one shot per standard attack action (Spycraft Espionage Handbook, page 165). Agents with the Speed Trigger feat may fire single-shot weapons as if they had the burst mode, so long as there is sufficient ammunition remaining.
- **Burst Mode:** The weapon may be used to make burst attacks (Spycraft Espionage Handbook, page 166).
- **Strafe Mode:** The weapon may be used to make auto-fire and strafe attacks (Spycraft Espionage Handbook, page 165 and 167).

Some firearms – most commonly rifles – have more than one mode. Modern firearms are usually built to accommodate rapid switching between modes, and so doing so in combat is a free action. Some poorly constructed weapons require the agent to fumble with controls to swap modes – the agent must take a half action to switch firing modes when using one of these weapons.

and barrel. Revolvers are less susceptible than pistols to malfunctions caused by poor ammunition quality. Due to the open space between the firing mechanism and the rear surface of the cylinder, revolvers cannot use suppressors. There is no Condition 3 for revolvers – they go straight from Condition 4 to Condition 2 (see page 21 for more about Condition of Carry rules).

- **Hunting Revolvers:** Hunting revolvers are generally too heavy to carry as an everyday sidearm, but they may be loaded with the most powerful ammunition calibers available today. All hunting revolvers have the take-down quality. Hunting revolvers may attach accessories to the grip mount only (see page 106).
- **Service Revolvers:** Service revolvers were the standard sidearm of most law enforcement agencies for nearly 100 years. Less prevalent now, they still retain some popularity and appeal among enthusiasts and those who prefer to keep their firearms simple. Service revolvers may attach accessories to the grip mount only (see page 106).

Abilities: An agent’s Dexterity modifier is applied to all handgun attack rolls. No ability score modifiers are applied to handgun damage rolls.

Feats: In order to properly use one of the weapons listed in the Handguns group you must have the Weapon Proficiency (Handguns) feat; otherwise you suffer a –6 penalty to all of your attack rolls.

PISTOL DESCRIPTIONS

Four sections follow, one for each sub-category of pistol: backup, pocket, service, and target.

BACKUP PISTOLS

Beretta 8000 Cougar (Italy): While this double-action pistol was originally designed as an undercover weapon, it is beginning to see use in some law enforcement circles. The Beretta Cougar reduces recoil by rotating the barrel around the gun's central axis, bleeding off some of the rebounding energy from each shot. All the Cougar's edges have been smoothed to avoid snags when it is drawn.

Calibers: 9mm P, .40 S&W, .45 ACP

Ammunition Capacity: 10 (9mm P), 10/11 (.40 S&W; +1 BP, +\$25), 8 (.45 ACP)

Length: 7.00 in. *Weight:* 31.00 oz.

Beretta 9000S (Italy): This service-caliber pistol is built into a backup pistol frame. It can accept magazines from the Beretta 92 series pistols (see page 59), and has a specialty grip made of soft polymer, reducing the chance the weapon will slip from an agent's hand. The Beretta 9000S has both single- and double-action firing options.

MANUFACTURER ABBREVIATIONS

Many firearms manufacturer names are commonly abbreviated. Here's a handy list of the ones featured in this chapter:

AMP	AMP Technical Services
CZ	Two different companies: Ceska Zbrojovka Crvena Zastava
FAMAE	Fabricas y Maestranzas del Ejército (Factories and Metalwork of the Chilean Army)
FAMAS	Fusil D'Assault de la Manufacture D'Armes de St-Etienne (Assault weapon of the manufacturer of arms of St-Etienne)
FN	Fabrique Nationale
H&K	Heckler & Koch
HOWA	HOWA Machinery, Ltd.
IMI	Israeli Military Industries
KBP	Konstrukterskoe Byuro Priborostroeniya (KBP Instrument Design Bureau)
NORINCO	China North Industries Corporation
PGM	PGM Precision
S&W	Smith & Wesson
SIG	Schweizerische Industrie Gesellschaft (Swiss Industrial Company)
ST Kinetics	Singapore Technologies Kinetics

Calibers: 9mm P, .40 S&W

Ammunition Capacity: 10/12 (+1 BP, +\$25; 9mm P), 10 (.40 S&W)

Length: 6.60 in. *Weight:* 32.00 oz.

Beretta Cheetah (Italy): Like the 9000S (see left), this backup-sized double-action pistol is based on the service-sized 92 Series. It has the same basic shape, but is chambered in .380 ACP. The Cheetah features a "tip-up" barrel for easy loading and cleaning, a single-stack 8 shot magazine, and a frame of lightweight aluminum.

Calibers: .380 ACP

Ammunition Capacity: 8

Length: 6.80 in. *Weight:* 21.00 oz.

Colt Defender (USA): This is a modern, compact version of the M1911A1 (see page 60) with a manual safety and a sleeker, more concealable frame. It offers the power and performance of a full-sized .45 in a lightweight, easy-to-carry, single-action model.

Calibers: .45 ACP

Ammunition Capacity: 7

Length: 6.75 in. *Weight:* 22.00 oz.

Makarov 9mm (Russia): Following WWII, many countries who liked the design of the Walther PP (see next page) developed their own versions of the weapon without a license. This is one such weapon, developed by the Russian military. Continuing their long tradition, the Russians rechambered the weapon to fire their own ammunition, preventing captured weapons from being used against them. The Makarov 9mm is a blowback-operated, double-action weapon.

Calibers: 9mm Makarov (subsonic)

Ammunition Capacity: 8

Length: 6.35 in. *Weight:* 25.00 oz.

SIG-Sauer P-230 (Switzerland): This is the smallest pistol in the SIG line, and the only one to be blowback-operated. Though the weapon hasn't been actively produced since 1996, it made good impressions with some undercover police units and security forces, and sees a good deal of action today.

Calibers: .380 ACP

Ammunition Capacity: 7

Length: 6.61 in. *Weight:* 16.00 oz.



SIG-SAUER P-232

SIG-Sauer P-232 (Switzerland): This single- or double-action pistol replaced the P-230, when the design was rechambered for .32 ACP ammunition as well.

Calibers: .32 ACP, .380 ACP

Ammunition Capacity: 8 (.32 ACP), 7 (9mm)

Length: 6.61 in. *Weight:* 18.00 oz.

Walther PP (Germany): PP stands for *Polizei Pistole* (Police Pistol), an indicator of the weapon's original intended market. It has been continuously in production – legally and illegally – since 1929. The PP is a blowback-operated pistol.

Calibers: .32 ACP

Ammunition Capacity: 8

Length: 6.38 in. *Weight:* 25.00 oz.

POCKET PISTOLS

ACCU-TEK AT-32 (USA): The AT-32's manual safety blocks the firing pin and disconnects the trigger mechanism, making it a remarkably safe firearm. Another popular feature is its quick magazine release, which can be triggered with one hand. The gun's biggest drawback is that its design prevents left-handed use. The AT-32 is a single-action blowback-operated weapon.

Calibers: .32 ACP

Ammunition Capacity: 5

Length: 5.65 in. *Weight:* 20.00 oz.

ACCU-TEK HC-380 (USA): This single-action firearm's highlights are features of its larger frame – reliable stability and a larger magazine than most other pocket pistols.

Calibers: .380

Ammunition Capacity: 10/13 (+1 BP, +\$25)

Length: 6.00 in. *Weight:* 20.00 oz.



WALTHER PPK

Walther PPK (Germany): The double-action Pistole Polizei-Kriminale was intended for plain-clothes police officers, but became a household name as the sidearm of the famed secret agent James Bond. A variety of safety features make this one of the safest weapons of the Cold War, and its flat construction makes it easy to conceal under snug clothing.

Calibers: 7.65mm P

Ammunition Capacity: 7

Length: 5.38 in. *Weight:* 21.00 oz.

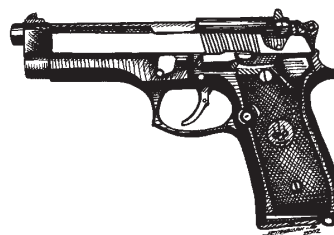
SERVICE PISTOLS

Beretta Model 1951 (Italy): This gun was the basis for the Model 92, which replaced the Colt M1911 as the United States Military's standard issue sidearm, and was later adopted by both Egypt and Israel as well. Its principal contribution to the pistol world was the automatic slide stop – when the last round is fired from the clip the slide locks itself open, ready to receive a fresh magazine.

Calibers: 9mm P, 7.65 P

Ammunition Capacity: 8

Length: 8.00 in. *Weight:* 31.00 oz.



BERETTA MODEL 92FS

Beretta Model 92/92FS (Italy): This became the sidearm of the U.S. Military in 1985. The model 92FS improves on the original Beretta Model 92 with a reshaped trigger guard to allow better gripping with two hands and a special teflon-like protective coating called "Bruniton." These weapons have an ambidextrous safety.

Calibers: 9mm P

Ammunition Capacity: 15

Length: 8.54 in. *Weight:* 34.00 oz.

Browning High-Power (Belgium): This pistol was designed by John Browning, though it wasn't completed until after his death, by Dieudonné Saive of Fabrique Nationale d'Armes. Since then, the Browning High-Power has been adopted by many nations, including Belgium, Canada, the United Kingdom, Latvia, Lithuania, and China. During WWII, it was used by the German military machine as the Pistole 640(b), though the Allies acquired the designs and sent their own versions into production in the 1950s. Over the last fifty years, the Browning High-Power has proven to be one of the most reliable and serviceable pistols ever designed.

Calibers: 9mm P

Ammunition Capacity: 13

Length: 7.75 in. *Weight:* 35.00 oz.

Calico 950 (USA): This unique weapon looks like a piece of science fiction hardware, and its bulky, elongated size and shape often cause it to be mistaken for a small rifle. Indeed, the Calico 950 sports a functional shoulder-stock and 50-shot helical magazine that can

be increased to 100 shots with a peripheral drum. This magazine lays over the barrel, and actually helps to balance the weapon when it is fired without the shoulder stock. The Calico 950 has no rail accessory mount, and may be fired in single-shot or burst mode.

Calibers: 9mm P

Ammunition Capacity: 50/100 (+5 BP, +\$125)

Length: 35.80 in. (extended)/29.80 in. (folded)

Weight: 89.00 oz.

Colt M1911A1 (USA): By far the most successful pistol of the 20th Century, this firearm has set many standards yet to be broken. Reliable, durable, and lethal, the M1911 has incredible punch, and is known to take opponents down at even extreme pistol range. During its lifespan, the M1911 endured very few changes, though foreign copies of the weapon have made a wide range of changes.

Calibers: .45 ACP

Ammunition Capacity: 7

Length: 8.50 in.

Weight: 39.50 oz.

CZ 100/101 (Czechoslovakia): This recent update of the CZ pistol line is the first with a polymer construction, greatly reducing its size and weight. Its automatic firing pin lock precludes the need for a manual safety. This pistol line features double-action, recoil operated systems.

Calibers: 9mm P, .40 S&W

Ammunition Capacity: 13 (9mm P)/10 (.40 S&W)

Length: 6.96 in.

Weight: 23.00 oz.

SINGLE- VS. DOUBLE-ACTION

This chapter draws a distinction between single-action and double-action weapons. In practice, these terms mean:

Single Action: Pulling the trigger drops the hammer, firing the weapon. However, the hammer must first be manually cocked (pulled back) by the agent before the weapon can be fired.

Double Action: Pulling the trigger both cocks (pulls back) and drops the hammer, firing the gun with one action from the agent.

Technically, this only affects the first round of combat for all weapons except revolvers, which alternate between Conditions of Carry 2 and 4. Since the Condition of Carry rules have no mechanical bearing on combat, however, the only quantifiable effect these firing mechanisms have is to add the awkward quality to all single-action firearms (see page 14).

CZ 75 (Czechoslovakia): The CZ 75 was devised as a weapon for secret agents working behind enemy lines in Czechoslovakia, and was thus chambered to use NATO ammunition instead of Warsaw Pact rounds. Its most renowned feature is its ability to be carried “cocked-and-locked” (that is, with an extra round in the chamber, ready to fire – see *Condition of Carry*, page 21) with little chance of a misfire or other accident. Not only does this offer the wielder an extra shot of ammunition, it speeds up the gun in combat, if only by a few moments. Though a collector’s prize, the CZ 75 was hard to come by following the end of the Cold War, due to U.S. sanctions on Soviet weaponry.

Calibers: 9mm P, .40 S&W

Ammunition Capacity: 15

Length: 8.25 in.

Weight: 35.00 oz.

An automatic version of the CZ75 was developed recently in two versions – with and without a barrel extension. The CZ75 automatic may be fired in single-shot or strafe mode, and its magazine can be extended to 25 shots at the cost of +1 BP or +\$25. The CZ automatic is 8.11 in. long and weighs 36 oz. (9.88 in. and 43 oz. with the barrel extension).

CZ G2000 (Czechoslovakia): This light and affordable service pistol was developed in 1999 for the Czech Army. Borrowing many features from other popular weapon manufacturers – including Browning and Sig-Sauer – this weapon is familiar to most experienced weapon users even before they pick it up. The CZ G2000 features an automatic firing pin and manual slide-mounted safeties, as well as an indicator light that shows when the chamber’s loaded.

Calibers: 9mm P, .40 S&W

Ammunition Capacity: 15/19 (9mm L, +1 BP, +\$25), 12/15 (.40 S&W, +1 BP, +\$25)

Length: 7.28 in.

Weight: 27.51 oz.

Daewoo DP 51 (South Korea): This delayed blowback, double-action pistol is the standard sidearm of the South Korean military.

Calibers: 9mm P

Ammunition Capacity: 13

Length: 7.48 in.

Weight: 28.00 oz.

Two versions of this weapon are available commercially – the DP40 (chambered for .40 S&W) and the DP45 (chambered for .45 ACP).

FN Five-seveN (Belgium): The Five-seveN is FN’s contribution to the next generation of pistol warfare, designed to be used in tandem with the P90 submachinegun (see page 81). Both weapons use the same custom-built ammunition, a somewhat longer round than usual for pistols of this size. Though this increases the size of the pistol’s grip by a small margin, it’s still a comfortable fit for most hands. The Five-seveN is known for its ability to reliably penetrate kevlar armor.

Calibers: 5.7x28mm

Ammunition Capacity: 20

Length: 7.80 in.

Weight: 37.00 oz.

FN Forty-Nine (Belgium): This service pistol is built of black polymers with a slide of stainless steel. Primarily intended for police and private security forces, the Forty-Nine is a variation of the popular Browning linkless locking system first seen in the Browning High-Power (see page 59). Despite its many highlights, the Forty-Nine suffers from severe trigger tension, requiring 10 lbs. of pressure to fire.

Calibers: .40 S&W

Ammunition Capacity: 10

Length: 7.75 in.

Weight: 25.00 oz.

Glock 17 (Austria): This semi-automatic, striker-fired pistol founded the broad and varied Glock family. Winning the Austrian Army Trials in 1983, the Glock 17 became the standard-issue weapon of Austrian military and law enforcement, and went on to capture the attention of similar agencies and gun enthusiasts the world over. The Glock 17 has a very simple design and can be broken into 32 easy-to-maintain parts.

Calibers: 9mm P

Ammunition Capacity: 17/19 (+1 BP, +\$25)

Length: 7.40 in.

Weight: 22.04 oz.

The Glock Family: Glocks are known for several standard features, including adjustable trigger pressure, recoil-operated action, and the ability to fire under even the harshest conditions. Many Glock models have even been confirmed to fire reliably under shallow water, though the range is incredibly short (1/5 the normal range increment with a maximum range of 5 increments), and these weapons are still useless more than 10 feet below the surface.

Beyond the Glock 17, the Glock family includes:

- **Glock 18:** This selective fire version of the Glock 17 may be fired in single-shot or strafe mode, making it a restricted weapon in nearly all civilized nations around the world. (Calibers: 9mm P; Ammunition Capacity: 17/19 (+1 BP, +\$25)/31 (+2 BP, +\$50); Length: 7.32 in.; Weight: 22.01 oz.)
- **Glock 20:** The Glock 17 chambered for 10mm. (Calibers: 10mm; Ammunition Capacity: 10/15 (+1 BP, +\$25); Length: 7.59 in.; Weight: 27.68 oz.)
- **Glock 21:** The Glock 17 chambered for .45 ACP. (Calibers: .45 ACP; Ammunition Capacity: 10/13 (+1 BP, +\$25); Length: 7.59 in.; Weight: 26.68 oz.)
- **Glock 22:** The Glock 17 chambered for .40 S&W. (Calibers: .40 S&W; Ammunition Capacity: 10/15 (+1 BP, +\$25)/17 (+2 BP, +\$50); Length: 7.32 in.; Weight: 22.92 oz.)

- **Glock 23:** A compact version of the Glock 22, notable primarily because it was recently adopted by the FBI. (Calibers: .40 S&W; Ammunition Capacity: 10/13 (+1 BP, +\$25)/15 (+2 BP, +\$25); Length: 6.85 in.; Weight: 21.16 oz.)

- **Glock 28:** A subcompact Glock designed for commercial sale in regions where military-grade hardware is illegal. (Calibers: .380 Auto; Ammunition Capacity: 10/12 (+1 BP, +\$25); Length: 6.29 in.; Weight: 18.66 oz.)

- **Glock 31:** The Glock 17 chambered for .357 Magnum. (Calibers: .357 Magnum; Ammunition Capacity: 10/15 (+1 BP, +\$25)/17 (+2 BP, +\$50); Length: 7.32 in.; Weight: 23.28 oz.)

H&K P9 (Germany): This pistol uses H&K's roller-delayed blowback system, featuring an internal hammer (the same seen in the popular MP5 SMG — see page 82). The P9 was well liked among U.S. marines and German border guards throughout its 20-year production run. The P9 is a single-action pistol, though a double-action version (the P9S) is available, with the same physical characteristics.

Calibers: 9mm P, 7.65mm P

Ammunition Capacity: 9 (9mm P)/8 (7.65mm P)

Length: 7.56 in.

Weight: 32.00 oz.

H&K SOCOM (USA): As the Soviet Union was collapsing in 1991, the U.S. Special Operations Command (SOCOM) consigned a replacement for the time-honored M1911A1. They pitted Colt and Heckler & Koch against one another for the contract, and this remarkable pistol is the fruit of their labor. The SOCOM is an enormous weapon, rivaling the hefty Desert Eagle. Its special features include a customized laser aiming module with infrared capability and a locking slide that prevents the weapon from cycling after each shot. The SOCOM has an integral barrel-mounted laser sight and suppressor.

Calibers: .45 ACP (subsonic)

Ammunition Capacity: 12

Length: 9.67 in.

Weight: 42.00 oz.

A silenced version of the SOCOM is also available. When combined with subsonic ammunition (see page 108), the silenced SOCOM fires with virtually no noise — when used properly, the only sounds heard are the click of the primer, the approach of the bullet, and the reaction of the target. This operation requires the wielder to manually unlock and cycle the slide after each shot. The silenced SOCOM is 16.57 in. long and weighs 70.00 oz.

H&K USP (Germany): USP stands for *Universal Selbstlade Pistole* in German, or “Universal Self-loading Pistol” in English. This versatile, self-cocking, double-action weapon was designed expressly for military and police use, with a lightweight, well-balanced frame, manual safety, and ambidextrous controls (that can be

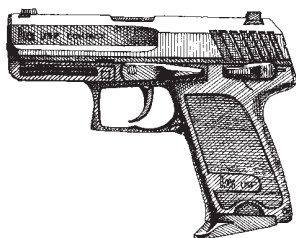
operated from either side of the weapon). Originally released in .40 S&W to appeal to the American market, the USP was later chambered for 9mm P and .45 ACP.

Calibers: 9mm P, .45 ACP, 40 S&W

Ammunition Capacity: 10

Length: 7.64 in.

Weight: 28.00 oz.



H&K USP

IMI Jericho 941 (Israel): This double-action pistol is modeled after the CZ75 (see page 60) and sees widespread use among the Israeli police and Defense Forces. In the U.S., this weapon is called by many pet names, including the "Baby Desert Eagle" and the "Uzi Eagle."

Calibers: 9mm P

Ammunition Capacity: 16

Length: 8.14 in.

Weight: 38.00 oz.

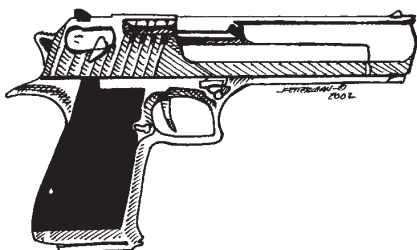
IMI Uzi Pistol (Israel): Like the SPP, this pistol is a downscaled version of a larger weapon, in this case Israeli Military Industries' popular Uzi submachinegun (see page 82). Like its larger brethren, the Uzi Pistol is a blowback-operated weapon with a wraparound bolt and a top-mounted cocking handle. Unlike them, the Uzi Pistol may only be fired in single-shot mode and is not capable of semi- or fully-automatic fire, even by way of a masterwork modification.

Calibers: 9mm P

Ammunition Capacity: 20/25 (+1 BP, +\$25)/30 (+2 BP, +\$50)

Length: 9.45 in.

Weight: 66.00 oz.



DESERT EAGLE

Magnum Research Desert Eagle (USA): Partly due to its size but mostly due to its role in scores of Hollywood movies, the Desert Eagle is one of the most popular weapons of all time. It also has the distinction of being the first pistol tooled for the powerful .50 AE (Action Express) round, a feat considered impossible before this

pistol achieved it. The gas-operated giant consists of a modular system in which the action and trigger are constant, but the barrel, firing pin, and magazine change with each caliber.

Calibers: .50 AE, .44 Magnum, .357 Magnum

Ammunition Capacity: 7 (.50 A.E.)/8 (.44 Magnum)/9 (.357 Magnum)

Length: 10.24 in.

Weight: 66.00 oz.

RH-ALAN HS95 (Croatia): This remarkably well-constructed weapon includes most modern innovations: a polymer frame, an ambidextrous magazine release button, and four safeties (one on the grip, a trigger safety, a firing pin lock, and a battery out safety). The HS95 has an integral barrel-mounted 2nd generation night sight.

Calibers: 9mm P

Ammunition Capacity: 15

Length: 7.19 in.

Weight: 35.00 oz.

Ruger P89 (USA): Following a negative response to design flaws in their P85 model (not listed in this book), Ruger released an updated version of their semi-automatic P Series pistol. The P89 is a double-action, delayed blowback weapon of lightweight aircraft aluminum, with a composite grip.

Calibers: 9mm P

Ammunition Capacity: 15

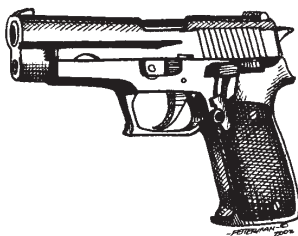
Length: 7.87 in.

Weight: 32.00 oz.

The Ruger P Series: All P Series weapons are highly durable double-action weapons (often called the "tanks" of the pistol world, or "bricks with triggers"). They have ambidextrous control options and one of three trigger mechanisms (with safety/decocker switch, with decocker switch only, and without manual safeties), as well as a simplified universal design that allows them to be broken into five smaller modules — all at a comparably low cost.

The P89 has spawned the following models:

- **Ruger P90:** The Ruger P89 chambered for .45 ACP, without manual safeties. (Calibers: .45 ACP; Ammunition Capacity: 7; Length: 7.87 in.; Weight: 32.00 oz.)
- **Ruger P94:** The Ruger P89, making the transition into lightweight polymer construction (the barrel and action assembly are still made of steel). (Calibers: 9mm P; Ammunition Capacity: 10; Length: 7.28 in.; Weight: 27.00 oz.)
- **Ruger P97:** The most recent P Series weapon, chambered in .45 ACP and without the safety/decocker switch. (Calibers: .45 ACP; Ammunition Capacity: 8; Length: 7.28 in.; Weight: 30.34 oz.)



SIG-SAUER P-220

SIG-Sauer P-220 (Switzerland): The SIG company is unusual in that it produces well-received weapons through a very limited market. With Switzerland's pacifist policies forbidding most weapons exports, SIG is forced to distribute many of their designs in cooperation with J.P. Sauer und Sohn of Germany. The P220 is SIG-Sauer's basic double-action pistol, which has been modified into several new models over the years, and adopted by a number of militaries across the world, including those in Switzerland, Japan, Chile, Iran, Nigeria, Uruguay, and many special forces units.

Calibers: 9mm P, .45 ACP

Ammunition Capacity: 9

Length: 7.79 in. *Weight:* 29.00 oz.

Other SIG-Sauer Service Pistols: Until the late 1980s, most SIG-Sauer weapons were based on the P-220. The following pistols highlight their series:

- **SIG-Sauer P-225:** This lighter and more compact version of the P220 has been adopted by several Swiss and German police forces, as well as the U.S. Secret Services. (Calibers: 9mm P, .45 ACP; Ammunition Capacity: 8; Length: 7.08 in.; Weight: 26.00 oz.)
- **SIG-Sauer P-226:** This high-capacity version of the P220 was designed for the U.S. Army Pistol Trials, which were eventually won by the Beretta 92 (see page 59). The pistol nevertheless became the standard U.S. Navy Sea Air Land (SEAL) sidearm. (Calibers: 9mm P, .45 ACP, .40 S&W; Ammunition Capacity: 15; Length: 7.72 in.; Weight: 26.00 oz.)
- **SIG-Sauer P-228:** This advancement shortened the P226 model, and under the name P-229 was one of the first weapons made in the U.S. by the subsidiary SIGArms company. (Calibers: 9mm P; Ammunition Capacity: 13; Length: 7.08 in.; Weight: 29.00 oz.)
- **SIG-Sauer P-245:** This SIGArms release ventures back to the original P220 design, with a single-stack magazine and smoother frame to improve concealability. (Calibers: .45 ACP; Ammunition Capacity: 6 (+1 in chamber); Length: 7.28 in.; Weight: 30.00 oz.)

Steyr SPP (Austria): The SPP (Special Purpose Pistol) is a semi-automatic civilian version of Steyr's TMP (Tactical Machine Pistol) submachinegun (see page 84), and has looks to match. Constructed of molded synthet-

ic materials, this well-balanced weapon is nearly indestructible (*hardness of 16 with wound point thresholds of 5/10/15/20* — see page 24 for more information).

Calibers: 9mm (all ammunition types)

Ammunition Capacity: 15/30 (+2 BP, +\$50)

Length: 12.68 in. *Weight:* 46 oz.

Tzniitochmash PSS Vul (Russia): The PSS Vul uses a standard blowback operation with a double-action trigger, but its true strength is a special cartridge designed to eliminate the sound of the shot and flash of expelling gases from the barrel, making it the perfect stealth weapon.

Calibers: 7.62x42mm SP4 (proprietary, subsonic)

Ammunition Capacity: 6

Length: 6.50 in. *Weight:* 25.00 oz.

Tzniitochmash SPP-1M Underwater Pistol (Russia): This pistol is designed for use by combat swimmers, and consists of four barrels permanently attached to a break action that opens like a shotgun, allowing a 4-shot magazine to be inserted from the rear. Its rounds are specialized for underwater use, with a 7.62x39mm case and a 115mm long dart. The weapon's range is affected by depth and pressure. Used in open air, the SPP-1M has a range increment of 30 feet; underwater, its range increment drops to 10 feet. At depths of 75 feet or greater, the weapon has a range increment of 5 feet. The SPP-1M is only effective out to 5 range increments.

Calibers: 4.5mm SPS Special

Ammunition Capacity: 4

Length: 9.60 in. *Weight:* 34.00 oz.

Walther P5 (Germany): This pistol, commonly known as the P5, was intended to update the wartime P38 for safe police use. It uses the same double-action trigger and lock, with the addition of several safety features that allow it to be carried in "Condition 2" (see page 21) with little chance of an unintentional misfire. The P5 has been adopted by the Netherlands Police, many German police forces, and the Portuguese and Nigerian armies.

Calibers: 9mm P

Ammunition Capacity: 8

Length: 7.10 in. *Weight:* 28.00 oz.

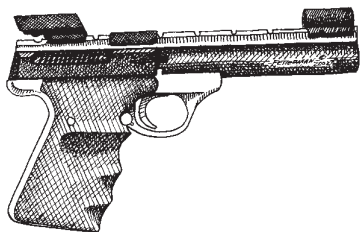
TARGET PISTOLS

Benelli MP90S (Italy): One of the most accurate target pistols in the world, the Benelli MP90S is a single-action, recoil-operated pistol with a fully adjustable trigger pull and grip, allowing the weapon to be tailored specifically to each owner.

Calibers: .22 LR

Ammunition Capacity: 6

Length: 8.75 in. *Weight:* 40.00 oz.



BROWNING BUCK MARK

Browning Buck Mark (USA): The Browning Buck Mark .22 caliber pistol has the feel of a high-end (and quite expensive) target pistol, and is well regarded for its balance and ease of use. The Buck Mark has the bull barrel masterwork modification built-in.

Calibers: .22 LR

Ammunition Capacity: 10

Length: 9.50 inches *Weight:* 34.00 oz.

Magnum Research Lone Eagle (USA): This sports weapon uses the same frame and action assembly as the Desert Eagle (see page 62), with a component-based system that allows the shooter to simply swap out barrels (two full actions) in order to use different calibers.

Calibers: .22 LR, 22/250 Rem, .243 Win, 7mm08 Rem, .30-30 Win, 5.56x45mm NATO, 7.62x39mm Soviet, 7.62x51mm NATO, .30-06, .357 Maximum, .44 Magnum, .444 Marlin

Ammunition Capacity: 1 (single shot)

Length: 15.20 in. *Weight:* 71.00 oz.

Springfield Armory Trophy Match (USA): This competition-level version of the classic M1911A1 features adjustable sights and a polished-blue finish.

Calibers: .45 ACP, .40 S&W

Ammunition Capacity: 7 (.45 ACP)/8 (.40 S&W)

Length: 8.50 in. *Weight:* 38.00 oz.

Thompson Center Contender (USA): This is a break action single-shot pistol that comes in a large variety of basic models, differentiated by frame style, barrel length, and caliber. The Contender can be fitted with a shoulder stock and is commonly used for hunting and target shooting.

Calibers: .22 LR, .357 Magnum, .44 Magnum, .45 Long Colt, 5.56x45mm NATO

Length: 4.00 in. + length of barrel (total length of 14.00 in., 18.00 in., or 20.25 in., respectively)

Weight: 43.00 oz., 54.00 oz., or 65.00 oz., per barrel

Ammunition Capacity: 1 (single shot)

REVOLVER DESCRIPTIONS

Two sections follow, one for each sub-category of revolver: hunting and service.

HUNTING REVOLVERS

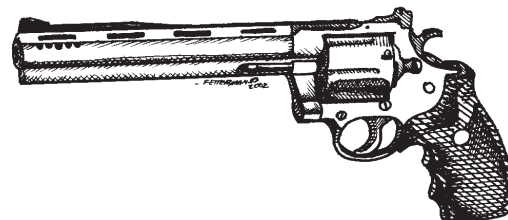
Colt Anaconda (USA): This massive stainless steel double-action revolver fires a variety of large caliber

pistol rounds, but is not recommended in close quarters due to its extreme weight and slow rate of fire.

Calibers: .357 Magnum, .44 Magnum, .45 Long Colt

Ammunition Capacity: 6

Length: 11.63 in. *Weight:* 75.00 oz.



COLT ANACONDA

Ruger Super-Redhawk (USA): This double-action weapon was the first revolver to be chambered for .44 Magnum, though it has been rebuilt for many other calibers as well. Very well respected, the powerful Ruger Super-Redhawk is fielded primarily by big-game hunters and large-caliber collectors.

Calibers: .44 Magnum, .45 Long Colt, .454 Casull, .480 Ruger

Ammunition Capacity: 6

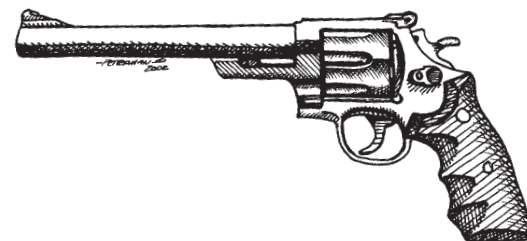
Length: 15.00 in. *Weight:* 74.00 oz.

S&W Model 29 (USA): Best known as the weapon Dirty Harry carried, this double-action revolver was half of the most powerful revolver/cartridge combo in the world for many years. The Model 29 was given a stainless steel frame in the 1980s and renamed the Model 629, under which name it is still in production.

Calibers: .44 Magnum

Ammunition Capacity: 6

Length: 12.00 in. *Weight:* 66.00 oz.



S&W MODEL 29

SERVICE REVOLVERS

Manurhin MR-73 (France): Developed in 1973, this revolver is now a standard-issue sidearm of the French Gendarmerie counter-terrorism squad, as well as several French police services, including R.A.I.D. A somewhat heavier hunting version of this weapon is available with a longer barrel.

Calibers: .357 Magnum, 9mm P

Ammunition Capacity: 6

Length: 8.03 in. *Weight:* 32.10 oz.

Mateba Model 6 Unica (Italy): One of the very few 'semi-automatic' revolvers, this weapon alternates between single- and double-action. A slice of the frame along its top recoils after each shot, recocking the hammer and chambering another round, closely simulating semi-automatic fire. The downside is that every second shot is only single-action. The weapon is chambered only in .357 Magnum, as smaller calibers cannot generate the necessary recoil to operate the weapon's action.

Calibers: .357 Magnum

Ammunition Capacity: 6

Length: 8.10 in.

Weight: 47.36 oz.

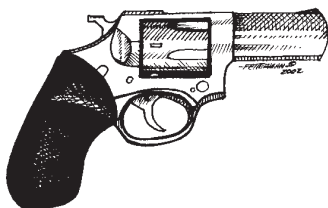
Phillips & Rodgers Medusa Model 47 (USA): This double-action revolver features a special cylinder that allows it to fire nearly any calibers in the .38, 9mm or .357 ammunition range. The cylinder and frame are made of hardened vanadium steel (the same used to build Gatling gun barrels and F-16s) in order to withstand the pressure of the varied calibers.

Calibers: Any except .357 Sig

Ammunition Capacity: 6

Length: 8.50 in.

Weight: 38.08 oz.



RUGER SP-101

Ruger SP-101 (USA): This stainless steel double-action revolver is also available with a spurless trigger (giving the weapon the streamlined quality).

Calibers: .22 LR, .38 Special, .357 Mag

Ammunition Capacity: 6 (.22, .32)/5 (.38, .357)

Length: 6.30 in.

Weight: 25.00 oz. (.22, .32)/32.00 oz. (.38, .357)

S&W Model 10 (USA): This double-action revolver, also known as the "S&W M&P" (for "Military & Police"), has been in active production for nearly fifty years. The standard sidearm for countless law enforcement and military personnel, the Model 10 is perhaps the best-recognized revolver in the world.

Calibers: .38 Special

Ammunition Capacity: 6

Length: 5.30 in.

Weight: 36.00 oz.

RIFLES

This group includes long hip- and shoulder-fired weapons intended for medium- to long-range use. The term "rifle" comes from the weapon's rifled barrel.

Categories: Rifles featured in the *Modern Arms and Equipment Guide* are divided into three categories, or sub-groups: assault rifles, bolt-action rifles, and sniper rifles. Unlike the material in most other chapters of this book, firearms descriptions are broken up into these categories. *Each weapon's category is also listed on Tables 5.7-5.9 starting on page 93.*

- **Assault Rifles:** Most modern combat rifles in use by militaries around the world fall into this category. Unless otherwise indicated, assault rifles may be fired in single-shot, burst, and strafe mode. Assault rifles may attach accessories to all four mounts – barrel, grip, rail, and underbarrel (see page 106).
- **Bolt-Action Rifles:** Bolt-action rifles are manually operated, making them very reliable but also reducing their rate of fire. These firearms are highly accurate and very popular for hunting and target shooting. Bolt-action rifles may attach accessories to the barrel, grip, and rail mounts only (see page 106).
- **Sniper Rifles:** Sniper rifles are customized versions of the bolt-action rifle. They come with a telescopic sight and bipod (i.e. these items are factored into the cost, accuracy, and qualities of the weapon). Standard attacks take one full action when using a sniper rifle (in order for the agent to take advantage of the weapon's added accuracy). If fired as a half action, a sniper rifle's threat range is 20. Sniper rifles may attach accessories to the barrel, grip, and rail mounts only (see page 106).

Rifles from all three categories are considered two-handed, unless otherwise described in the text.

Abilities: An agent's Dexterity modifier is applied to all rifle attack rolls. No ability score modifiers are applied to rifle damage rolls.

Feats: In order to properly use one of the weapons listed in the Rifles group you must have the Weapon Proficiency (Rifles) feat; otherwise you suffer a -4 penalty to all of your attack rolls.

USING RIFLE FIRING MODES

Some rifles are capable of more than one type of attack (single-shot, burst fire, or strafe fire). Switching between such attack modes requires a simple flip of a switch, and is a free action unless otherwise noted.

RIFLE DESCRIPTIONS

Three sections follow, one for each sub-category of rifle: assault, bolt-action, and sniper.

ASSAULT RIFLES

Beretta AR-70/90 (Italy): This rifle has been the standard combat weapon for the Italian Army since 1990. The AR-70/90 may be fired in single-shot or strafe mode only.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 30

Length: 39.29 in.

Weight: 140.00 oz.

A carbine version of this weapon is also available. The SC-70/90 weighs 134.00 oz. and is 34.49 in. with the stock extended or 25.47 in. with the stock folded.

Bofors AK5 (Sweden): This rifle has an optional folding solid stock, modified gas action for operation in extreme cold, and enlarged controls to allow operation with gloved hands. This weapon is a standard-issue combat weapon for the Swedish Army, and fires in single-shot or strafe mode only.

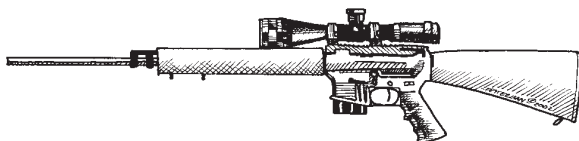
Calibers: 5.56x45mm NATO

Ammunition Capacity: 30

Length: 39.57 in. (extended)/29.53 in. (folded)

Weight: 138.00 oz.

Several alternate versions of this rifle are available, including the AK5B (a marksman's rifle, with an integral 4x telescopic sight, that weighs 165.00 oz.), the AK5C (which has all the features of the AK5, weighs 196.00 oz., and adds an integral underbarrel-mounted M203 40mm grenade launcher, for use mostly by Rangers and amphibious units), and the AK5D (a recent compact version with a 4x telescopic sight that weighs 89.32 oz. and is 25.61 in. with the stock extended and 19.11 in. with the stock folded). The AK5D is currently available only to Swedish Airborne Rangers.



COLT CAR-15

Colt CAR-15 (USA): Based on the classic M16 design, this rifle was favored by special forces units in Vietnam, including SEAL teams. The CAR-15 may be fired in single-shot or strafe mode only.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 20/30 (+1 BP, +\$25)

Length: 30.98 in. (extended)/27.99 in. (folded)

Weight: 114.78 oz.

Colt M16A2/A3 (USA): The popular M16 was revamped in the 1980s, adding a larger barrel to accept the new SS109 cartridge designed in Belgium by FN. This gave the weapon a flatter trajectory, with less chance that bullets would tumble off course after they left the muzzle. Burst fire was also added to the weapon's fire selector, as well as a new grip and an integral dual-aperture peephole sight. The M16A2 and M16A3 have identical characteristics and may both be fired in single-shot and burst mode only. Many, many clones of the M16A2 have been built over the years, in every corner of the world.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 30

Length: 39.37 in. (M16A2)/39.63 in. (M16A3)

Weight: 140.60 oz. (M16A2)/132.80 oz. (M16A3)

The original M16A1 is capable of fully-automatic fire (i.e. it may be fired in strafe mode), but is somewhat unreliable. It weighs 100.8 oz., is 39.00 in. long, and may be fired in single-shot, burst, or strafe mode.

CZ 2000 (Czechoslovakia): Though rechambered for the 5.56x45mm rounds to broaden its appeal, the CZ 2000's original design remains intact. The rifle uses a standard blowback action, and features a folding wire stock and clear plastic magazine that allows the user to count his remaining rounds.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 30

Length: 33.46 in. (extended)/25.27 in. (folded)

Weight: 106.00 oz.

A carbine version of the CZ 2000 is also available. The CZ 2000 Short weighs 92.00 oz. and is 26.57 in. long with the stock extended and 18.00 in. long with the stock folded.

Daewoo K2 (South Korea): This South Korean Army standard-issue rifle has standard-gas operation and an action assembly of machined aluminum, making it very solid and reliable.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 30

Length: 38.58 in. (extended)/28.74 in. (folded)

Weight: 127.00 oz.

Three alternate versions of the K2 are available, including the K1 (a shortened version with an integral 2x telescopic sight that weighs 112.00 oz. and is 33.47 in. with the stock extended and 23.33 in. with the stock folded), the DR-200 (a civilian version that may only be fired in single-shot mode), and the DR-300 (another civilian semi-automatic version, chambered for 7.62x39mm Soviet rounds).

FAMAS F1 (France): This is one of the most versatile modern weapons. The FAMAS features a bullpup configuration and a unique design in which the cheekplate (which can be set to the right or left of the weapon) blocks the ejection port – the two are automatically opposite one another.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 25

Length: 29.80 in.

Weight: 127.00 oz.

An updated version of this weapon is also available. The G2 accepts 5.56x45mm NATO rounds, weighs 134.00 oz, and is 29.92 in. long.

FN F2000 (Belgium): The F2000 is one of the next generation of assault rifles – a modular weapon system built to accept a wide range of attachments, both proprietary and from other companies, including a non-lethal module that fires 12-gauge BBs, paint, or tear gas. The F2000's polymer stock keeps the weapon light while its steel rails keep it rigid. Other perks include an ejection system that funnels spent casings through a tube and out an ejection port near the muzzle (away from the shooter's face) and completely ambidextrous controls. Finally, unlike most modular weapon systems, no tools are required to modify the F2000; it's all done via pins and locks that can be removed by hand.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 30

Length: 27.32 in.

Weight: 126.00 oz.

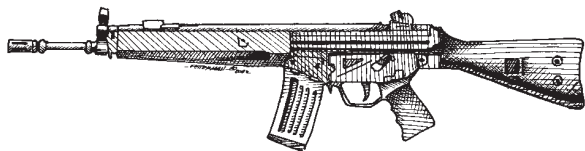
FN FAL (Belgium): FN's *Fusil Automatique Légère* has been one of the most successful rifles of the 20th Century, manufactured in over 70 countries around the world, including Austria, Belgium, Canada, Chile, Ecuador, Ireland, Israel, Libya, the Netherlands, Paraguay, Peru, Portugal, South Africa, the United Kingdom, West Germany and Venezuela. The standard FN FAL includes the bull barrel masterwork modification and is reliable, durable, and easy to operate and maintain.

Calibers: 7.62x51mm NATO

Ammunition Capacity: 20

Length: 41.50 in.

Weight: 152.00 oz.



H & K 33A2

H&K 33A2 (Germany): A scaled-down version of the infamous G3 assault rifle (see page 67), this weapon has a fixed polymer stock and an integral suppressor.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 25/30 (+1 BP, +\$25)/40 (+2 BP, +\$50)

Length: 36.18 in.

Weight: 137.57 oz.

This weapon is also available with a folding stock as the 33A3 (Weight: 137.60 oz., 36.20 inches extended, 29.10 inches folded).

H&K G11 Caseless Rifle (Germany): In the 1960s, the West German government attempted to replace the G3 rifle with a smaller caliber, high-capacity weapon that could be counted on to deliver more hits to the target. H&K's answer was rapid-fire caseless ammunition. The most recent incarnation of this design – the DM11 round – encases the bullet inside a block of propellant. These rounds are prepackaged into 50-shot magazines, which feed into the G11 parallel to and above the weapon's barrel. Bullets drop from the magazine into a rotating breech, which spins 90 degrees to bring each round in line with the barrel. The G11's firing pin ignites each round's propellant, which is completely burned up as the bullet speeds toward the target. The benefit is that there are no spent casings to eject; on the downside, the G11 periodically requires extensive cleaning. This entire assembly is housed in a large, blocky plastic bullpup frame, topped with a long carrying handle and a 1.5x power optical scope. When using this weapon, the agent gains a +2 enhancement bonus to all attack rolls. The G11 may be fired in narrow burst mode only.

Calibers: 4.7x33mm DM11 Caseless

Ammunition Capacity: 50 (disposable pack)

Length: 29.52 in.

Weight: 126.00 oz.

H&K G3 (Germany): This modern combat rifle combines the accuracy of a sniper rifle with the firepower of an assault rifle. Designed for semi-automatic and fully automatic fire, the G3 is a recoil-operated weapon with a stationary barrel and delayed roller-locked bolt system, fed from a 20-round magazine. The G3 has an integral bipod.

Calibers: 7.62x51mm NATO

Ammunition Capacity: 20

Length: 47.55 in.

Weight: 285.00 oz.

H&K G36 (Germany): H&K's newest modular assault rifle eliminates their roller-delayed blowback system in favor of a gas-operated action within a polymer housing, reducing construction time and cost. The weapon's magazine is made of clear plastic for easy ammunition management. The G36 has an integral 2x telescopic sight.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 30

Length: 39.29 in. (extended)/29.80 in. (folded)

Weight: 116.50 oz.

The G36's frame and barrel can be swapped out to create two variations of this weapon – the G36 Compact carbine (101.00 oz, 19.69 in. extended or 28.27 in. folded) and the G36K light support weapon (Ammunition Capacity: 100; 106.00 oz., 33.86 in. extended or 24.41 folded).

HOWA Rifle Type 89 (Japan): The Type 89 is the standard issue rifle of the Japanese Self-Defense Force. It uses a modified gas-operating system, positioned well ahead of the breech. This allows a more gradual pressure increase, and minimizes recoil. This weapon's mode

selection controls are unusual. Single-shot and automatic fire are managed by trigger pull, while burst fire has an isolated switch, thus allowing the weapon to be fired even if one of the two mechanisms fails.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 20/30 (+1 BP, +\$25)

Length: 36.07 in. (extended)/26.38 in. (folded)

Weight: 123.00 oz.

IMI Galil AR (Israel): This Israeli military weapon borrows design concepts from older AKs, Kalashnikov's NATO designs, and the world-famous FN series of automatic weapons.

Calibers: 5.56x45mm NATO, 7.62x51mm NATO

Ammunition Capacity: 35/50 (+2 BP, +\$50)

Length: 38.54 in. (extended)/29.21 in. (folded)

Weight: 153.00 oz.

A shortened version of this weapon is also available. The SAR 5.56x45mm NATO weighs 132.00 oz. and is 33.07 in. (with no folding stock or bipod attachment). The SAR is popular as a sniper rifle among the Israeli Defense Forces, and was also chambered for 7.62x51mm NATO for the civilian market.

IMI Galil ARM (Israel): At the outset of the third Arab-Israeli war in 1967, the Israeli military desired a rifle lighter than their standard-issue FN-FAL. The Arab Army's success with the AK47 drove IMI to design a weapon with similar specifications. The culmination of their work was the 7.62x51mm Galil ARM, a utilitarian rifle featuring a folding tubular frame and wooden foregrip. The Galil ARM may be fired in single-shot or strafe mode only and has an integral bipod that can be used as a pair of bolt-cutters in a pinch.

Calibers: 7.62x51mm NATO

Ammunition Capacity: 25

Length: 41.34 in. (extended)/31.89 in. (folded)

Weight: 141.00 oz.

A shortened version of this weapon is also available. The SAR 7.62x51mm NATO weighs 122.00 oz. and is 36.14 in. with the stock extended or 26.70 in. with the stock folded.

IMI Galil MAR (Israel): The MAR (Micro Assault Rifle) is a compact version of IMI's Galil AR, reduced to the smallest size that can sustain the Galil's gas-operated system. The weapon is so short that the foregrip has a guard to keep the user's hand from slipping into the line of fire.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 35

Length: 27.17 in. (extended)/17.52 in. (folded)

Weight: 102.00 oz.

IMI TAVOR TAR-21 (Israel): This bullpup weapon is the cornerstone of the Israel Military Industries' new rifle family. Ergonomically sculpted and highly customizable, the TAR-21 and its peers are IMI's answer for the modern soldier — accurate, intuitive, and efficient.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 20/30 (+1 BP, +\$25)

Length: 28.35 in.

Weight: 128.00 oz.

Three other versions of this weapon are also available: the CTAR-21 (a carbine version of the TAR-21, for use by vehicle crews and airborne troops, weighing 120.00 oz. and 25.20 in. long), the MTAR-21 (the "micro" version of the TAR-21, for use by special forces and security teams, weighing 116.00 oz. and 19.90 in. long), and the STAR-21 (a sharpshooter's weapon, with an integral bipod and heavy barrel, for use by squad teams, weighing 128.00 oz. and 28.35 in. long).

Kalashnikov AK-47 (Russia): The AK-47 has the honor of being the most copied weapon in the history of assault rifles. Literally hundreds of nations have cloned this rugged weapon over the years. What makes it so popular is its action — the tolerance is so loose that it's practically impossible to jam it up. Foreign particles just build up inside it with little effect beyond marginal accuracy loss, and only conscious neglect can cause it to fail.

Calibers: 7.62x39mm Soviet

Ammunition Capacity: 30

Length: 34.27 in.

Weight: 151.00 oz.

The AK Family: The AK-47's popularity continued when a shoulder stock was added and several minor technical adjustments were made in 1959, and the design continued to influence gunsmiths around the world. Beginning in the 1970s, many more versions of the AK were created, each again copied, expanding the Kalashnikov family. Today, it is believed that over 35 million AKs have been made, with countless imitations.

The long-running AK family includes:

- **AKS-47:** This variation of the AK-47, developed for paratroopers, features a folding stock. (Calibers: 7.62x39mm Soviet; Ammunition Capacity: 30; Length: 34.20 in. extended, 27.50 in. folded; Weight: 144.00 oz.)
- **AK-74:** The AK-47 chambered for the 5.45x39.5mm Soviet round and retooled with fewer machined parts. The AK-74 made its debut in 1977 at the annual Red Square military parade and was later adopted as the Russian Army's standard combat weapon. Like its predecessor, the AK-74 spawned hundreds of variations, both domestic and foreign. (Calibers: 5.45x39mm Soviet; Ammunition Capacity: 30; Length: 36.53 in.; Weight: 136.00 oz.)
- **AK-102:** The first of three assault rifles Kalashnikov designed to sell outside Russia. Some claim the mass production hurt this weapon's accuracy and reliability. (Calibers: 5.56x45mm NATO; Ammunition Capacity: 30; Length: 32.44 in. (extended)/23.07 in. (folded); Weight: 105.00 oz.)

- **AK-104:** The second of the three assault rifles Kalashnikov designed for sale outside of Russia. It too faced criticism of its reliability and accuracy. (Calibers: 7.62x39mm Soviet; Ammunition Capacity: 30; Length: 32.44 in. (extended)/23.07 in. (folded); Weight: 105.00 oz.)
- **AK-105:** The third of the three AKs for foreign sale. It was tarred with the same brush as the 102 and 104. (Calibers: 5.45x39mm Soviet; Ammunition Capacity: 30; Length: 32.44 in. (extended)/23.07 in. (folded); Weight: 105.00 oz.)
- **AK-107:** A gas-balanced version of the AK-74 that experiences less recoil and increased accuracy, especially during full-automatic actions. When using this weapon, the agent gains a +1 enhancement bonus to all attack rolls during autofire and strafe actions. (Calibers: 5.45x39.5mm Soviet; Ammunition Capacity: 30; Length: 37.12 in. (extended)/27.56 in. (folded); Weight: 120.00 oz.)
- **AK-108:** Identical to the AK-107 except for its caliber. When using this weapon, the agent gains a +1 enhancement bonus to all attack rolls during autofire and strafe actions. (Calibers: 5.56x45mm NATO; Ammunition Capacity: 30; Length: 37.12 in. (extended)/27.56 in. (folded); Weight: 120.00 oz.)

Kalashnikov AN-94 (Russia): The AN-94 was developed to replace the AK-74, though it's unlikely that this will be accomplished anytime soon. The AN-94 is fraught with manufacturing difficulties caused by Russia's flagging quality control in the wake of the Soviet Union's collapse. The weapon's highlight is its revolutionary action, a "delayed blowback impulse" system that defers recoil from the second shot of its two-shot burst until after the second shot has left the weapon, dramatically increasing the weapon's accuracy. The AN-94 may be fired in strafe or two-shot burst mode only (burst attacks with this weapon expend only 2 shots of ammunition instead of the usual 3).

Calibers: 5.45x39.5mm Soviet

Ammunition Capacity: 30

Length: 37.13 in. (extended)/28.66 in. (folded)

Weight: 136.00 oz.

NORINCO QBZ-95 (People's Republic of China): This bullpup rifle is the newest addition to the Chinese armory, first seen during the 1997 occupation of Hong Kong. The basic weapon's specialty ammunition is proprietary to the Chinese military.

Calibers: 5.8x42mm Chinese

Ammunition Capacity: 30

Length: 29.92 in. *Weight:* 120.00 oz.

An export version of this weapon is also available, chambered in 5.56x45mm NATO. The QBZ-97 is identical to the QBZ-95 in all other respects.

Royal Small Arms Factories L85A1 (UK): The L85A1 is Great Britain's contribution to the battle rifle world. Its bullpup design sacrifices frame length to preserve a full-length barrel. This, coupled with its integral SUSAT (Sight Unit, Small Arm, Trilux) 4x optical scope, makes the L85 very accurate indeed. Unfortunately, early versions were plagued with design flaws, including dust exhaust, weapon rust, and the potential to lose pins inside the weapon, necessitating a visit to the armorer. These problems have since been rectified.

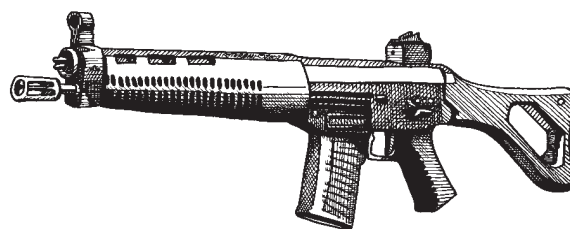
Calibers: 5.56x45mm NATO

Ammunition Capacity: 20

Length: 30.90 in.

Weight: 175.00 oz.

A carbine version of the L85A1 is also available. The SA80 doesn't feature the SUSAT sight but it can accept any M16 magazine. The carbine weighs 131.00 oz. and is 27.90 in. long.



SIGARMS SG 551 SP

SigArms SG 551 SP (Switzerland): Also known as the "Sturmgewehr," or "Storm Rifle," this rifle features a unique system of lightweight, transparent magazines that can be clipped together for fast reloading. It may be fired in single-shot, burst, or strafe mode, includes an integral bipod, and has the heavy barrel masterworks modification built-in.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 25

Length: 27.00 in. (folded)/32.00 in. (extended)

Weight: 130.00 oz.

ST Kinetics SAR-21 (Singapore): Following the modern trend of producing smaller, shorter bullpup weapons, the SAR-21 is very compact, built to be held close to the body. The SAR-21 is especially well-suited for jungle and close-quarters combat.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 30

Length: 31.69 in.

Weight: 134.00 oz.

Steyr ACR (Austria): Steyr's Advanced Combat Rifle resembles the AUG (see next page). Both have a bullpup configuration, and both are made of a similar plastic. The ACR, however, fires a 5.56mm flechette with a plastic sabot which attains unmatched muzzle velocity, fly-

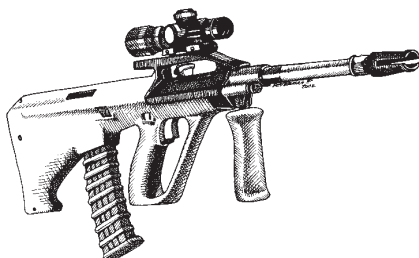
ing straight over remarkable distances. This weapon accepts only APFSDS ammunition (see page 86), but gains a +1 enhancement bonus to attack rolls (offsetting the -1 penalty for firing fin-stabilized sabots). The Steyr ACR may be fired in single-shot or strafe mode only.

Calibers: 5.56mm Flechette (APFSDS)

Ammunition Capacity: 20

Length: 30.11 in.

Weight: 114.00 oz.



STEYR AUG

Steyr AUG (Austria): The Steyr AUG (*Armee Universal Gewehr*, or Universal Army Rifle) is an all-in-one offensive system. By swapping out barrels, it can function as a submachinegun, carbine, assault rifle, heavy-barreled machinegun. All versions feature a plastic body, clear magazine (for tracking remaining ammunition), reversible ejection ports, and a cast aluminum action with steel inserts. The Steyr AUG has an integral 2x telescopic sight built into the carrying handle that is easily (and frequently) upgraded.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 30/40 (+1 BP, +\$25)

Length: 24.64 in. (submachinegun)/27.00 in. (carbine), 31.00 in. (rifle)

Weight: 127.00 oz.

Tzniitochmash AS Silent Assault Rifle (Russia): The AS (*Avtomat Spetsialny*, or "Special Assault Rifle") fires a subsonic 9mm bullet cased within a 7.62x39mm bottleneck shell. This increases the amount of powder that's used to fire the weapon, but keeps it in the subsonic range. Coupled with a tubular frame design that is nearly all silencer, this makes for one of the quietest rifles on Earth. The Kalashnikov AS only accepts special subsonic rounds, but the combined bonuses of the system provide a -10 to Listen checks to locate the shooter when the weapon is fired.

Calibers: 9x39mm SP-6 (subsonic)

Ammunition Capacity: 10/20 (+1 BP, +\$25)

Length: 34.57 in. (extended)/24.21 in. (folded)

Weight: 88.00 oz.

BOLT-ACTION RIFLES

De Lisle Silent Carbine (UK): Produced in England during WWII for use by Commando forces, this weapon fires a .45 ACP round with virtually no report. This is accomplished with subsonic rounds and an elongated sound suppressing barrel (which also ensures accuracy

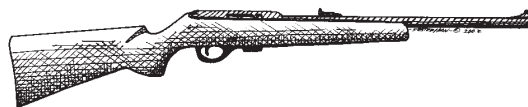
out to 1000 feet or more). Though the Silent Carbine's military service ended after the war, it was once again produced by a private manufacturer in the mid-1980s and distributed to police and security firms. The De Lisle Silent Carbine has an integral suppressor.

Calibers: .45 ACP (subsonic)

Ammunition Capacity: 8

Length: 37.80 in.

Weight: 131.00 oz.



REMINGTON 597 LR

Remington 597 LR (USA): This semi-automatic sport rifle is lightweight and incredibly dependable when properly maintained. If improperly maintained, however, it is prone to a high number of misfires.

Calibers: .22 LR

Ammunition Capacity: 10

Length: 40.00 in.

Weight: 88.00 oz.

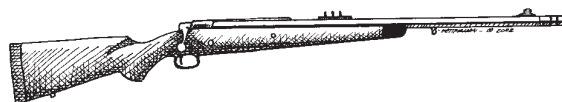
Royal Small Arms Factories Cadet Rifle L86A1 (UK): This is a training version of the L85A1 (see page 69). Instead of the SUSAT sight and gas-operating system, it has a bolt-action assembly.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 10/30 (+2 BP, +\$50)

Length: 29.72 in.

Weight: 145.00 oz.



SAVAGE ARMS SAFARI EXPRESS

Savage Arms Company 116SE Safari Express (USA): This sporting rifle is suitable for moderately large game, as seen in North America and parts of Europe. It features a stainless steel barrel and has the ported barrel masterworks modification built-in.

Calibers: .300 Win. Mag, .338 Win Mag, .375 H&H, .458 Win. Mag

Ammunition Capacity: 3

Length: 45.50 in.

Weight: 136.00 oz.

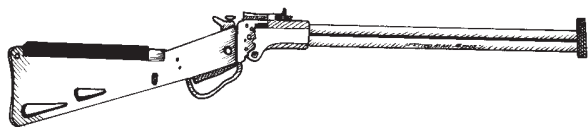
SigArms Mauser M98 Magnum (Switzerland): The Mauser action was originally produced for the German army in 1936, and is now the most prolific, dependable, accurate, and popular bolt action design of all time.

Calibers: .416 Rigby, .458 Lott

Ammunition Capacity: 4

Length: 44.00 in.

Weight: 140.80 oz.



SPRINGFIELD ARMORY M6 SCOUT

Springfield Armory M6 Scout (USA): This over/under sporter rifle/shotgun is intended as an emergency weapon for air crews that crash in a wilderness area. The weapon breaks open like a shotgun for reloading, and can be folded in half for transport.

Calibers: .22LR, .410 gauge

Ammunition Capacity: 1/1 (single-shot)

Length: 32.00 in. (16.00 folded)

Weight: 48.00 oz.

US Rifle, Caliber .30, Model 1903 (USA): The "Springfield Rifle" is a world-famous version of the Mauser bolt-action Model 1898. Even after serving the U.S. military for over 50 years, and during both World Wars and the Korean Conflict, the rifle still sees use today. Very few alterations have been made to the basic design since its inception, though it has been accurized and fitted with sights as updated accessories have become available.

Calibers: .30 M1903

Ammunition Capacity: 5

Length: 43.21 in.

Weight: 128.00 oz.

SNIPER RIFLES

Accuracy International L96 (UK): The winner of Great Britain's tests to replace the aging L42 Enfield model (and the nation's current sniper weapon of choice), the L96 has a light alloy skeleton with plastic filler to give it a traditional shape. With a bull barrel completely machined from stainless steel and the ability to fire even if the stock is damaged or removed, this sniper rifle is one of the most resilient models in the world. This rifle is considered a masterwork weapon with the bull barrel and cryogenic treatment modifications already applied (see page 17).

Calibers: 5.56x45mm NATO, 7.62x51mm NATO

Ammunition Capacity: 10

Length: 46.50 in.

Weight: 229.00 oz.

Accuracy International AW/L96A1 (UK): In the mid-1980s, the AI L96 (see previous) became the foundation for a Swedish weapon designated the L96A1, or "Arctic Warfare" (AW). This weapon's highlight was its ability to operate under even the harshest winter conditions (down to -40 degrees C).

Calibers: 5.56x45mm NATO, 7.62x51mm NATO

Ammunition Capacity: 10

Length: 46.50 in.

Weight: 229.00 oz.

Arctic Warfare Series: The L96A1 spawned its own line of weapons:

- **AWP:** The Arctic Warfare redesigned for police use, with an integral standard suppressor and the heavy barrel and ported barrel masterwork modifications already built-in. (Calibers: 2.43 Win (subsonic), 7.62x51mm NATO (subsonic); Ammunition Capacity: 10; Length: 44.00 in.; Weight: 228.80 oz.)
- **AWS:** A version of the Arctic Warfare with an integral suppressor. (Calibers: 7.62x51mm NATO (subsonic); Ammunition Capacity: 10; Length: 60.23 in.; Weight: 423.00 oz.)
- **AWF:** A folding version of the Arctic Warfare, which can be collapsed into a special briefcase. The AWF comes standard with a tactical briefcase (see page 110), the cost of which is built into the cost of the weapon. (Calibers: 7.62x51mm NATO; Ammunition Capacity: 10; Length: 60.23 in. (extended)/42.00 in. (folded); Weight: 423.00 oz.)
- **AWM:** The Arctic Warfare "Super Magnum," chambered for .338 Lapua Magnum. (Calibers: .338 Lapua Magnum; Ammunition Capacity: 10; Length: 47.00 in.; Weight: 211.20 oz.)
- **AW50:** A massive upgrade to .50 ammunition. (Calibers: .50 BMG; Ammunition Capacity: 5; Length: 56.00 in.; Weight: 528.00 oz.)

AMP DSR-1 (Germany): This highly specialized sniper rifle is used by elite police forces throughout Europe, usually during critical missions when one shot is all the snipers are expected to get. The DSR-1 is a bullpup weapon with the free-floating barrel masterworks option (see page 17) and a standard bipod, adjustable buttstock, and cheekpiece.

Calibers: 7.62x51mm NATO, .300 Win Mag, .338 Lapua Mag

Ammunition Capacity: 4 (.300 Win Mag, .338 Lapua Mag)/5 (7.62mm NATO)

Length: 39.00 in.

Weight: 219.60 oz.

Armalyte AR-50 (USA): Armalyte's latest offering includes several features geared for the high-end distance shooter – a left-handed option, modified M16-like pistol grip, unique octagonal receiver bedded into an aluminum stock, a removable buttstock, and a large integral muzzle brake.

Calibers: .50 BMG

Ammunition Capacity: 1

Length: 59.00 in.

Weight: 544.00 oz.

Barrett M82A1 'Light Fifty' (USA): The M82A1 is one of the most recognizable big bore weapons ever made. It has appeared in movies, books, and TV shows, and is wildly popular in computer games. In practice,

the weapon can drop almost anyone and disable almost anything not protected by heavy armor of some kind. The M82A1 uses a recoil system to cycle the action, dampened to reduce its otherwise bone-crunching kick (roughly equivalent to that of a 10-gauge shotgun).

Calibers: .50 BMG

Ammunition Capacity: 10

Length: 57.00 in.

Weight: 455.00 oz.

Barrett M99 (USA): Nicknamed the "Big Shot," this simplified single-shot, bolt-action rifle is constructed of rugged aluminum alloy with an option rail along the top. The entire rifle can be disassembled by removing three hand-twist lugs. This easy-to-customize design is fast becoming the industry standard, and has launched this rifle to the forefront of the firearms field.

Calibers: .50 BMG

Ammunition Capacity: 1

Length: 50.40 in.

Weight: 400.00 oz.

CZ M76 (Yugoslavia): This sniper rifle is based on the popular Kalashnikov system, utilizing the 7.92 Mauser round standard to the Yugoslav Army. Out of the box, the weapon comes with an SPO-1 4x optical scope.

Calibers: 7.92x57mm Mauser, 7.62x51mm NATO, 7.62x54mm Soviet

Ammunition Capacity: 10

Length: 44.68 in.

Weight: 148.00 oz.

Dragunov SVD (Russia): This highly reliable rifle is standard issue for the Russian Army and several Russian law enforcement agencies, and has seen much action during recent European and Middle Eastern conflicts. Introduced in 1963, the SVD sniping rifle is not only quite accurate but also capable of semi-automatic fire, and therefore assigned to at least one footsoldier in each active Russian combat unit. Its primary role on the battlefield is to offer the rank and file greater range (up to 1800 feet) and additional fire support when needed. When using this weapon, the agent gains a +1 enhancement bonus to all attack rolls.

Calibers: 7.62x54mm Soviet

Ammunition Capacity: 10

Length: 48.20 in.

Weight: 152.00 oz. (with PSO-1 power scope)

Dragunov SVU (Russia): In 1996, Dragunov updated its SVD model (see above), converting it to a bullpup configuration and adding three standard accessories (see below). The Dragunov SVU is used primarily by Russian Internal Affairs Ministry forces and Chechnya-based OMON forces (the Russian Police Detachment of Special Designation, a reserve force deployed under special circumstances and in especially dangerous hot spots). The SVU has two integral accessories – a standard suppressor attached to the barrel mount and a bipod attached to the underbarrel mount.

Calibers: 7.62x54mm Soviet (subsonic)

Ammunition Capacity: 10

Length: 35.43 in.

Weight: 155.00 oz. (with PSO-1)

A fully automatic version of the SVU is also available. The SVU-A has the same physical characteristics as the SVU, and may be fired in single-shot, burst, or strafe mode. When fired in burst or strafe mode, the threat range of this weapon becomes 20.

FN Model 30-11 (Belgium): Based upon a big-game rifle, the 30-11 was created for police and counter-terrorist forces. Though no longer in production, this weapon has found many homes both in and out of the security sector, and is used by some militaries as well. The weapon is accurate out to approximately 2,000 feet, with the aid of its Anschütz iron sight.

Calibers: 7.62x51mm NATO

Ammunition Capacity: 5

Length: 43.97 in.

Weight: 171.00 oz.

FN Nemesis (Belgium/France): Soon to be released by FN in conjunction with co-creators PGM Precision, this compact bolt-action sniper rifle is being promoted as a frontrunner in today's cutting-edge law enforcement and military markets. It features an adjustable stock-mounted ground spike and a fluted barrel with an integral muzzle brake. Most important, however, is the Nemesis' impressive modular design, which allows components to be removed and replaced without affecting any of the weapon's other systems. This allows agent teams to configure the rifle to the needs of each mission with minimal effort. Removing and replacing an accessory on the Nemesis takes only three rounds (*as opposed to five rounds to remove the accessory and another five rounds to replace it* – see page 106). The Nemesis has an integral tripod.

Calibers: .50 BMG

Ammunition Capacity: 5

Length: 47.75 in.

Weight: 448.00 oz.

Fusil FR-F2 (France): This sniper rifle updates the design of the Fusil 1 (which is not listed in this book), rechambering it and rethinking the barrel (which is now encased in a thermally-shielded polymer envelope). The weapon's integral bipod is also strengthened and moved closer to the shooter, adjusting the weapon's center of gravity.

Calibers: 7.62x51mm NATO

Ammunition Capacity: 10

Length: 44.80 in.

Weight: 182.00 oz.

Gepard M1 (Hungary): This single-shot anti-materiel weapon fires a 12.7x107mm Soviet round. It also features a pistol grip that serves as the lever for its bolt action, a recoil-dampening sleeve fitted onto a stamped sheet-metal shoulder plate, and several accessories. The Gepard M1 has an integral bipod fitted around the bar-

rel and an integral 12x telescopic sight. It ignores damage reduction and hardness, but causes only half damage against soft targets (rounded up).

Calibers: 12.7x107mm Soviet

Ammunition Capacity: 1

Length: 61.18 in. **Weight:** 670.00 oz.

The Gepard M Series: This independent enterprise began in late 1987, with the goal of creating one-man operated rifles with high caliber, high muzzle velocity, and high accuracy. The Gepard M Series includes:

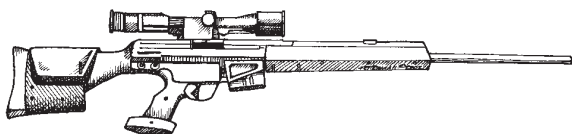
- **M2:** This is a semi-automatic self-loading version of the M1. Its primary drawback is that its magazine is fitted directly alongside the trigger on its left side, making the rifle completely useless to left-handed shooters. (Calibers: 12.7x107mm Soviet; Ammunition Capacity: 5/10 (+1 BP, +\$25); Length: 60.23 in.; Weight: 423.00 oz.)
- **M2A1:** This is a shortened version of the M2. (Calibers: 12.7x107mm Soviet; Ammunition Capacity: 5/10 (+1 BP, +\$25); Length: 49.60 in.; Weight: 353.00 oz.)
- **M3:** The M2 chambered for the 14.5mm Soviet round and featuring a hydro-pneumatic system to assist the muzzle brake in reducing recoil. (Calibers: 14.5x114mm Soviet; Ammunition Capacity: 5/10 (+1 BP, +\$25); Length: 60.23 in.; Weight: 423.00 oz.)

H&K MSG-90 Sniping Rifle (Germany): This standard roller-delayed blowback rifle has a special cold-forged bull barrel. A cheaper alternative to the PSG-1 (see below), the MSG-90 features a wider trigger assembly and fully adjustable stock and trigger pull. Optional iron sights are often discarded in favor of the weapon's integral 10x telescopic sight. The MSG-90 is considered a masterwork weapon with the bull barrel and cryogenic treatment modifications already applied (see page 17).

Calibers: 7.62x51mm NATO

Ammunition Capacity: 5/20 (+2 BP, +\$50)

Length: 45.87 in. **Weight:** 226.00 oz.



H&K PSG-1

H&K PSG-1 (Germany): This semi-automatic version of the G3 rifle (see page 67) operates with the same roller-delayed blowback system, though its bolt was redesigned for silent operation and a fully adjustable tripod has been added. This weapon is intended for military and law enforcement applications.

Calibers: 7.62x51mm NATO

Ammunition Capacity: 5/20 (+2 BP, +\$50)

Length: 47.55 in. **Weight:** 285.00 oz.

IMI GALATZ (Israel): This improved Galil 5.56x45mm rifle features adjustable trigger pull and a heavy barrel. The weapon is usually equipped with a Nimrod 6x40 power telescope, though iron sights remain as a backup. Widely fielded by the Israeli Defense Forces, the GALATZ is generally considered as much a tactical support rifle as a sniper's weapon. When fired with a standard half action attack, the GALATZ's threat range becomes 19-20 (instead of the usual 20 for firing a sniper rifle with a half action attack). The GALATZ has an integral standard suppressor and bipod.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 20

Length: 43.90 in. **Weight:** 282.19 oz.

KBP V-94 (Russia): The penetrating power of this Russian anti-materiel rifle rivals the famed Barrett M-82A1 "Light Fifty" (see page 71). Its unusual action cycles the weapon backward when a shot is fired, expelling the spent cartridge and locking the chamber open. The shooter manually reloads and closes the rifle to fire again. The V-94's barrel is long and slender, with a large muzzle brake. The V-94 has an integral bipod.

Calibers: 12.7x107mm Soviet

Ammunition Capacity: 1

Length: 70.86 in. **Weight:** 640.00 oz.

Mauser Model 86 Sniping Rifle (Germany): This militarized sniper rifle is used by police throughout Europe, and by the Israeli special forces. It includes a heavy barrel made of a special alloy to prevent rust, fully adjustable length and height, and a thumb hole to increase the weapon's balance. The Model 86 Sniping Rifle has an integral 6x telescopic sight.

Calibers: 7.62x51mm NATO

Ammunition Capacity: 9

Length: 47.63 in. **Weight:** 169.00 oz.

Mechem NTW-20 (South Africa): This giant anti-materiel rifle features a buttgrip for the shooter's off hand, and is intended for use against stationary armored and vehicular targets. Difficult for one person to carry, the rifle can be broken into two parts weighing 423 and 494 ounces, respectively. The NTW-20 fires an impressive 20mm round, and while recoil dampeners alleviate its punishing kick, the weapon can still injure an incautious shooter. Each time an agent fires the NTW-20, he takes subdual damage equal to 15 minus his Constitution. The NTW-20's 3-shot magazine protrudes from the weapon's left side, making it very hard for left-hand shooters to use (they must fire it right-handed, suffering the standard modifiers for off-handed weapon use — *Spycraft Espionage Handbook*, page 165).

Attacks with the NTW-20 ignore damage reduction and hardness, but only cause half damage against soft targets (rounded up). The NTW-20 has an integral bipod.

Calibers: 20x82mm MG151

Ammunition Capacity: 3

Length: 70.66 in.

Weight: 917.00 oz.

Parker-Hale Model 82 (UK): Like many modern sniper rifles, the Parker-Hale Model 82 is based upon the popular Mauser 98 action (see page 70). Its thick bull barrel — one of the heaviest rifle barrels in the world — screws directly into the action, never coming into contact with the stock. The Model 82 is fully adjustable, from its stock to its cheekpiece to its trigger, and the weapon features a silent safety catch so the shooter doesn't have to worry about being noticed the moment before he takes his shot. The Model 82 is in active use throughout Canada, New Zealand, and Australia, and is considered a masterwork weapon with the bull barrel and cryogenic treatment modifications already applied (see page 17).

Calibers: 7.62x51mm NATO

Ammunition Capacity: 4

Length: 45.70 in.

Weight: 168.00 oz.

Parker-Hale Model 85 (UK): This manually-operated single-shot rifle is designed for extended use under adverse conditions. Originally built in the UK and later sold into the US, this weapon is reputed to have guaranteed first round hit capability up to 1800 feet, and 85% hit capability out to 2700 feet (in the hands of a skilled shooter, of course). The Model 85 includes a silent safety catch (giving the weapon the whisper-lock quality) and has an integral bipod.

Calibers: 7.62x51mm NATO

Ammunition Capacity: 10

Length: 45.30 in.

Weight: 484.00 oz.

PGM Hecate II (France): This large-caliber sniping rifle is currently in use by the French Army. Its adjustable wooden buttstock can be removed for storage or transportation, and its large muzzle brake can be replaced by a suppressor.

Calibers: .50 BMG

Ammunition Capacity: 7

Length: 54.33 in.

Weight: 476.00 oz.

Remington Model 700 (USA): This is a militarized version of the Remington Model 700 VS (Varmint Synthetic) hunting rifle, the same action used by the U.S. Marine Corps through the Vietnam Conflict and even today. Remington added an integral 3.9x telescopic sight and a new finish to this model.

Calibers: 5.56x45mm NATO, 7.62x51mm NATO

Ammunition Capacity: 10

Length: 47.64 in.

Weight: 201.00 oz. (with scope)



REMINGTON MODEL 700

RH-ALAN RH-20 (Croatia): This bullpup rifle fires the heavy 20x110mm HS404 "cannon" round. The weapon features a pistol grip and an intriguing recoil compensator, similar to the function of a recoilless rifle. After each round is fired, it travels up the barrel and past a vent hole. The shot's gases escape through this vent and through a tube back toward the weapon's buttstock, where they are used to offset the shot's recoil. Shooters are recommended to lie opposite the vent system to avoid being burned when the weapon is fired. This weapon ignores damage reduction and hardness, but causes only half damage against soft targets (rounded down).

Calibers: 20x110mm HS404

Ammunition Capacity: 1

Length: 52.36 in.

Weight: 677.00 oz.



SAKO TRG-22

Sako TRG-22 Sniper's Rifle (Finland): In the right hands, this sniper rifle's range can approach one mile. Coupled with the weapon's first-shot accuracy, this makes for a lethal package indeed. The Sako TRG-22 is widely regarded as one of the strongest sniper rifles in the world, and consistently scores high in world-class shooting competitions. The TRG-22's action is somewhat larger than required for the 7.62x51mm NATO round, allowing the weapon to be modified to fire larger calibers without extensive rebuilding. The weapon's integral muzzle brake can be replaced with a suppressor at the shooter's discretion, and its flip-up iron sight is usually ignored in favor of an optical sight.

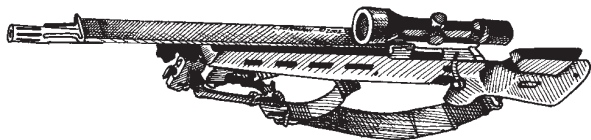
Calibers: 7.62x51mm NATO

Ammunition Capacity: 5

Length: 46.50 in.

Weight: 179.20 oz.

A rechambered version of this rifle is also available. The TRG-42 fires .300 Win Mag or .338 Lapua ammunition, with a 10-shot magazine.



SIG-SAUER SSG 3000

Sig-Sauer SSG 3000 (Switzerland): This is a “first-shot” sniper rifle. That is, it’s designed to deliver the most accurate and effective first shot possible, and all its features are geared toward this objective. Aside from the obvious power and sighting necessities, this weapon offers complete ergonomic comfort to the shooter, especially when he must lie in one position for hours or days at a time. As with most “pure” sniper rifles, the SSG 3000 lacks an iron sight, instead relying upon a specially designed Hensoldt 1.5-6x43 telescope. Sig Sauer has recently exported the SSG 3000 to the United States through their subsidiary, Sig Arms.

Calibers: 7.62x51mm NATO

Ammunition Capacity: 5

Length: 46.46 in.

Weight: 190.00 oz.

Sig Sauer SSG 550 Sniper (Switzerland): This excellent military marksman’s rifle is a modified version of Sig Sauer’s anti-terror weapon of the same name. Its barrel is heavier, its stock is now adjustable, and a screen can be draped over the barrel and optics to reduce glare and heat signature (-2 gear penalty to opponent Spot checks to notice the weapon using these clues). The SSG 550 has an integral bipod.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 20/30 (+1 BP, +\$25)

Length: 44.49 in. (extended)/35.36 in. (folded)

Weight: 257.00 oz.

Steyr IWS2000 (Austria): This bullpup recoil-operated anti-materiel weapon fires a tungsten-alloy APFSDS (Armor Piercing Fin Stabilized Discarding Sabot) round that weighs nearly .70 ounces and can penetrate an inch and a half of plate steel at half a mile. A hydro-pneumatic dampening system and high-efficiency muzzle brake reduce this weapon’s recoil to the range for most high-caliber sporting rifles. The IWS2000 only accepts special APFSDS ammunition (see page 86), but gains a +1 enhancement bonus to attack rolls (offsetting the -1 penalty for firing fin-stabilized sabots).

Calibers: 15.2mm AMR (APFSDS)

Ammunition Capacity: 5

Length: 70.86 in.

Weight: 640 oz.

Steyr SSG-69 Sniping Rifle (Austria): Also known as the “Green Gun” due to its common finish color, the SSG-69 is one of the most accurate weapons in the

world – out to about 1800 feet. After that, experienced shooters notice marginal deviation, especially when several shots are fired in rapid succession (barrel heat causes minute changes in each bullet’s trajectory). The SSG-69 includes a 5-shot rotary magazine made of light sheet metal and plastic, allowing the shooter to see how many shots he has left at any time. No iron sight is included with the weapon, as shooters are expected to rely on a telescopic sight. The SSG-69 gains a +3 enhancement bonus to attacks against targets within the first 5 range increments.

Calibers: 7.62x51mm NATO

Ammunition Capacity: 5

Length: 44.88 in.

Weight: 137.00 oz.

A civilian version of this weapon (the SSG-PI) is also available, with identical physical characteristics. Recently, the SSG-69 has also been adopted by some European law enforcement agencies (as the SSG-PII), who have refinished it in black.

Technika Magnum 96 Destroyer (Hungary): Nothing less than a man-sized anti-materiel ‘cannon,’ this military-issue weapon is designed to fire through anything – people, cars, buildings, radio antennas, APCs... The six-foot long Magnum 96 Destroyer is a monster on any battlefield, capable of penetrating one inch of plate steel at over a kilometer. Unfortunately, with both its design and ammunition limited exclusively to the military, this weapon is difficult to obtain, though it’s worth the effort if your agents can acquire it. The Magnum 96 has an integral bipod and 12x telescopic sight.

Calibers: 14.5x114mm Soviet (proprietary)

Ammunition Capacity: 5

Length: 72.00 in.

Weight: 918.40 oz.

Tzniitochmash VSS Silent Sniping Rifle (Russia): The VSS is a version of the AS silent rifle converted for sniping purposes. It fires the same caliber round, but the SP-5 is an armor-piercing round. This weapon accepts only armor-piercing ammunition (see page 85).

Calibers: 9x39mm SP-5 (subsonic)

Ammunition Capacity: 10/20 (+1 BP, +\$25)

Length: 35.19 in.

Weight: 92.00 oz.

US Carbine M21 (USA): During the Vietnam War, some standard-issue semi-automatic M14s were pressed into service as sniper rifles. This eventually spawned the M21 – the same gas-operated, air-cooled model with a fiberglass stock that is often camouflaged for stealth use. The M21 has an integral 2x telescopic sight.

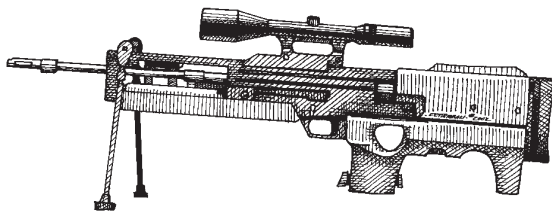
Calibers: 7.62x51mm NATO

Ammunition Capacity: 10/20 (+1 BP, +\$25)

Length: 44.00 in.

Weight: 185.89 oz.

An updated version of the M21 was devised by the 10th Special Forces Group at Fort Devens and used during Desert Storm. This weapon weighs 172.80 oz. and is 44.30 in. long. It carries a 5- or 20-shot magazine (the latter costing +2 BP or +\$50).



WALTHER WA 2000

Walther WA 2000 (Germany): Originally conceived as a highly specialized police sniper rifle, this semi-automatic bullpup design includes a built-in ported barrel masterworks modification, as well as an integral bipod.

Calibers: .300 Win Mag, 7.62x51mm NATO

Ammunition Capacity: 6

Length: 35.60 in.

Weight: 245.10 oz.

SHOTGUNS

Shotguns and their ammunition are an outgrowth of cannon rounds. Very early in firearm development, before hand-held guns were a reality, “grape shot” loads were used with devastating effect on enemy infantry. A large number of small lead balls scattering across an area was a marked improvement over a single shot impacting a single target, often with marginal effect. This sentiment still applies in many cases today, leading to the prevalence of what are now called “combat shotguns,” firearms capable of laying waste to a wide swath of space — and everyone within it — with casual ease.

Categorically, shotguns are shoulder-fired weapons, originally intended for hunting, which fire a round comprised of multiple small projectiles. Shotguns are categorized by their “gauge,” which is a measure of their bore size. The smaller the gauge number, the larger the bore (i.e. a 10 gauge shotgun has a larger bore than a 20 gauge shotgun). The larger the bore, the larger the projectiles the shotgun fires. A notable exception is the smallest of the shotgun gauges, the .410, which is actually named for the bore size of the barrel (0.410 inches).

Shotguns represent the classic tactical trade-off. While they are brutally effective at short ranges, they are somewhat indiscriminate, and they are a whole lot bigger and heavier than a handgun, which operates in the same tactical envelope. They are the perfect weapons for close range assault, when you don’t need to worry about innocent bystanders or hostages.

Categories: Shotguns featured in the *Modern Arms and Equipment Guide* are divided into three categories, or sub-groups: break action, combat, and pump action. Unlike the material in most other chapters of this book,

firearms descriptions are broken up into these categories. *Each weapon’s category is also listed on Tables 5.10–5.12 starting on page 98.*

- **Break Action Shotguns:** Breech loading, or “break” action, shotguns are available with one or two barrels, in gauges from 410 to 12. Break action shotguns are extremely reliable, only rarely suffering mechanical breakdowns. There are literally hundreds of break action brands and quality ranges, readily available at sporting goods stores. Cheap side-by-side shotguns can be sawed short and converted into deadly booby-traps, and expensive custom over-under barrel models can be brutally effective in the hands of a skilled combatant. The single-shot category featured in the *Spycraft Espionage Handbook* falls into this new category. Break action shotguns may attach accessories to the grip and rail mounts only (see page 106).
- **Combat Shotguns:** Semi- and fully-automatic shotguns both fall into this broad category. Semi-automatic shotguns have a slightly higher rate of fire than pump action models, but they’re plagued by jammed and defective rounds. Fully-automatic shotguns are gross overkill for nearly any situation. They serve only one purpose: wipe out swaths of people in a very short time frame. They are *not* covert weapons, making incredible noise, weighing as much as most machineguns, and recoiling like an angry python. The C.A.W.S. category featured in the *Spycraft Espionage Handbook* falls into this new category. Combat shotguns may attach accessories to the barrel, grip, and rail mounts only (see page 106).
- **Pump Action Shotguns:** Pump action shotguns vary from 4- to 6-shot civilian sport options to high-capacity police models, usually with an 8-shot magazine. The real differences between pump action types involves barrel length and stock configuration. While a Remington 870 with a fine walnut stock and long sporting barrel packed in a gun case might not raise eyebrows, the same weapon with a folding stock, 18- or 20-in. barrel and a barrel shroud (used to cover the barrel from glare that might give a sniper away) would get you arrested in a hurry. Pump action shotguns may attach accessories to the barrel, grip, and rail mounts only (see page 106).

Shotguns from all three categories are considered two-handed, unless otherwise described in the text.

All shotguns may fire either shot or slugs, with different effects on the same weapon’s mechanics. *See the tables starting on page 98 for the effects of these two ammunition types.*

Abilities: An agent’s Dexterity modifier is applied to all shotgun attack rolls. No ability score modifiers are applied to shotgun damage rolls.

Feats: In order to properly use one of the weapons listed in the Shotguns group you must have the Weapon Proficiency (Rifles) feat; otherwise you suffer a -4 penalty to all of your attack rolls.

SHOTGUN DESCRIPTIONS

Four sections follow, one for each sub-category of shotgun: break action, combat, and pump action.

BREAK ACTION SHOTGUNS

Sporting Arms Manufacturing Snake Charmer (USA):

This 'varmint gun' is used by hunters throughout the United States. Made from wood or plastic with a stainless steel barrel and collapsible into a space 18 in. long, the Snake Charmer fits easily into an ATV frame, or hangs from a belt. It's the ultimate backpacking, trail riding, or backup weapon.

Gauges: .410

Ammunition Capacity: 2

Length: 24.00 in.

Weight: 64.00 oz.

Stoeger/IGA Uplander (Brazil): This simple and inexpensive side-by-side shotgun has been manufactured in Brazil since 1983. Its quality and accuracy are baseline, but it is one of the most affordable break action shotguns available today.

Gauges: 12, 20, .410

Ammunition Capacity: 2

Length: 44.00 in.

Weight: 120.00 oz.

Winchester Supreme Field (USA): This over-under shotgun features a weighted stock to reduce recoil and a frame configured so that the shooter's hands lie close to the bottom barrel, making the weapon feel like an extension of his arm.

Gauges: 12

Ammunition Capacity: 2

Length: 43.00 in.

Weight: 116.00 oz.

A competition version of this shotgun is also available. The Supreme Sport is designed to fire thousands of rounds without a jam. It weighs 120 oz. and is 45 in. long.

COMBAT SHOTGUNS

Armsel Striker 12 (South Africa): Imported to the United States as the "SWD Street Sweeper," this fully automatic riot shotgun has a revolving drum that rotates ammunition into the action when the trigger is depressed. This allows the Striker to unload its entire magazine in three seconds or less. This weapon may be fired in single-shot, burst, or strafe mode. Each volley fired during an autofire or strafe attack, and each burst fired during a wide or narrow burst attack, expends only 2 shots.

The drum is rotated by a spring which the agent winds while loading ammunition into the weapon, which is not an easy feat. Loading the Striker requires a minimum Strength of 9 and two full actions.

Gauges: 12

Ammunition Capacity: 12

Length: 27.00 in.

Weight: 148.00 oz.

Benelli M1 Super 90 (Italy): This semi-automatic, inertia-recoil bolt shotgun is arguably the fastest semi-automatic shotgun available. A highly skilled user can unload all seven shots before the first shell hits the ground. The Super 90 is fitted with a shielded ghost ring sight, several screw-in barrel chokes, and many stock and peripheral sighting options. The inertial recoil operation can cause problems with low-power shells, failing to provide enough power to cycle the bolt, but standard shells rarely have any problems. This weapon may be fired in single-shot, burst, or strafe mode. Each burst attack (wide or narrow) expends only 2 shots.

Gauges: 12, 20

Ammunition Capacity: 3/7 (+1 BP, +\$25)

Length: 39.75 in. (standard)/35.50 in. (tactical)

Weight: 104.00 oz.

M1 Variants: The Benelli M1 Super 90 has spawned several variant models, including:

- **M3 S90 (UK):** A version of the original M1 Super 90 built for the British SAS, which has an elongated barrel, pistol grips, a folding buttstock, and modified iron sights. The M3 S90 may be fired in either single-shot or burst mode. Each burst attack (wide or narrow) expends only 2 shots. (*Gauges:* 12, 20; *Ammunition Capacity:* 3/7 (+1 BP, +\$25); *Length:* 40.95 in. (extended)/26.05 in. (folded); *Weight:* 137.60 oz.)
- **M3T S90 (Italy):** A version of the original M1 Super 90 with a tubular frame stock, pistol grip, and manual safety. The M3T S90 may be fired in either single-shot or burst mode. Each burst attack (wide or narrow) expends only 2 shots. (*Gauges:* 12, 20; *Ammunition Capacity:* 7; *Length:* 35.50 in.; *Weight:* 137.60 oz.)



BENELLI M4 SUPER

- **M4 Super (Italy):** A modified version of the M3T, with a pistol grip, trigger-mounted safety, and a short stock on a telescopic tube. Utilizing the ARGO (Auto Regulating Gas-Operated) system, this shotgun is self-cleaning, and reputedly immune to malfunctions. This weapon is expected to replace existing Marine Corps shotguns under the designation XM1014 Joint Service Combat Shotgun (JSCS). The M4 Super may be fired in either single-shot or burst mode. Each burst attack (wide or

narrow) expends only 2 shots. (Gauges: 12; Ammunition Capacity: 6; Length: 39.70 in. (extended)/24.80 in. (folded); Weight: 132.80 oz.)

Beretta Model 1201FP (Italy): This recoil-operated semi-automatic police shotgun is not prone to the malfunctions that gas-operated shotguns often suffer, but it does have trouble with smaller ammunition loads on occasion. The 1201FP includes a pistol grip and may be requisitioned with a solid stock, solid folding stock, wireframe folding stock, or no stock at all.

Gauges: 12

Ammunition Capacity: 6

Length: 39.70 in. (extended)/34.80 in. (folded)

Weight: 132.80 oz.

Daewoo USAS-12 (South Korea): The USAS-12 looks similar to the M16. This gas-operated semi-automatic shotgun is perfect for close quarters sweeps. Its butt, foregrip, action housing, and magazine are all made from polymer (the last is clear, to reveal remaining shots at a glance).

Gauges: 12

Ammunition Capacity: 10/20 (+2 BP, +\$25)

Length: 38.00 in. *Weight:* 192.00 oz.

Franchi SPAS-15 (Italy): This modern update of the popular SPAS-12 features all the original's strengths (switching from gas to manual operation for specialty ammunition and to clear jams, and from pump action to semi-automatic fire as desired), with many new options, including swap-out stocks (solid and wireframe) and barrel attachments, and a detachable box magazine.

Gauges: 12

Ammunition Capacity: 6

Length: 38.00 in. (extended)/31.00 in. (folded)

Weight: 139.20 oz.

H&K/Olin CAWS (Germany): This experimental shotgun – the Close Assault Weapons System – was the joint effort of Heckler & Koch (who developed the gun) and Winchester/Olin Corp. (who developed the ammunition). Their goal was to provide the United States with a weapon that could fire multiple high-impulse projectiles with an effective range of 300-450 feet. Though the U.S. military tested the shotgun, it was eventually dropped from development, never to be picked up again. To this day, the CAWS system lies dormant, incomplete (though conspiracy theorists like to claim that the work was completed by a shadow government, or that the project's end was merely a smokescreen so the U.S. could secretly finish the CAWS itself).

As of the project's cancellation, the CAWS was a smoothbore select-fire weapon with three settings – safe, semi-automatic, and 3-shot burst. The weapon incorporated H&K's patented recoil-operated action with moving barrel, adding a self-regulating gas-assist system to unlock the breech block if low-power ammunition was used. Winchester/Olin introduced a new

round for the gun: the 19.5x76mm high-pressure shot shell, loaded with tungsten buckshot or flechettes and fed through a belted case. This ammunition has never been used outside the CAWS system.

Externally, the CAWS looked very much like the H&K G11 assault rifle (see page 67), a blocky bullpup model with an integral carrying handle and a charging switch along the top of the receiver. The CAWS design was completely ambidextrous, and could be fired in single-shot or burst mode. Each burst attack (wide or narrow) expended only 2 shots.

Gauges: 12 (special, see above)

Ammunition Capacity: 10

Length: 25.00 in.

Weight: 152.00 oz.

Ithaca MAG-10 Roadblocker (USA): This is one of very few semi-automatic 10-gauge shotguns, built for police and to disable vehicles (a 10-gauge slug can punch through the engine block of most civilian cars). The MAG-10's large shells preclude high ammunition capacity (it carries only two shots at a time), but the weapon makes up for this with sheer stopping power. When firing slugs, this weapon has the armor-piercing quality.

Gauges: 10

Ammunition Capacity: 2

Length: 41.90 in.

Weight: 169.60 oz.

Kalashnikov Saiga 12K (Russia): Kalashnikov created this weapon by modifying its standard AK-47 action to fire shotgun shells. The gas-operated semi-automatic 12K is reputed to fire all three of its gauges – designated 70mm, 73mm, and 76mm in Russian convention – from the same magazine, though skeptics claim that this can only end in an ugly malfunction.

Gauges: 12, 20, .410

Ammunition Capacity: 5/7 (+1 BP, +\$25)/10 (+2 BP, +\$50)

Length: 35.80 in. (extended)/26.40 in. (folded)

Weight: 123.20 oz.

Mark Three Pancor Jackhammer (USA): This fully automatic, gas-operated shotgun is not yet in active production, but rumors persist that it's only months away from release. Capable of firing four shells per second, this terrifying plastic and fiberglass combat shotgun seems to have only two drawbacks. First, all ammunition must be pre-loaded into special rotating "drums" which are bulky and hard to carry around. Second, it has no mounting rails for mounting accessories, although it does have an integral suppressor. This weapon may be fired in single-shot, burst, or strafe mode. Each volley fired during an autofire or strafe attack, and each burst fired during a wide or narrow burst attack, expends only 2 shots.

Gauges: 12

Ammunition Capacity: 10

Length: 30.90 in.

Weight: 160.00 oz.

Neostead Pump Action (South Africa): After 6 years of development, South African manufacturer Neostead is primed to release a new generation of shotgun, the Neostead Pump Action. This weapon's primary innovations are its twin 6-shot magazines and "reverse pump" action. The Neostead has two tubular magazines situated above its barrel (each of which may be loaded with a different type of ammunition). These magazines feed ammunition backward into the action, and when the weapon is fired, the barrel moves forward then back, the reverse of a standard pump action shotgun. Spent casings are ejected through the Neostead's bottom, making it a completely ambidextrous weapon. Switching between the Neostead's two magazines requires one half action.

Gauges: 12

Ammunition Capacity: 6/6

Length: 27.00 in.

Weight: 145.33 oz.

PUMP ACTION SHOTGUNS

Gurza KS-23 (Russia): This powerful pump-action shotgun is designed for punching through heavy armor, including vehicle armor and reinforced doors. The KS-23 may be adapted to fire rifle grenades for an extra 2 BP or \$200. When chosen, this option fills the weapon's underbarrel accessory slot.

Gauges: 23mm (between 4 and 6 gauge)

Ammunition Capacity: 3

Length: 46.50 in.

Weight: 135.80 oz.

Ithaca English Stock Model 37 (USA): This high-end sportsman's weapon benefits from Ithaca's 60+ years of shotgun craftsmanship. Like all Ithacas, the Model 37's receiver is machined from solid steel and the hammer, extractors, slide, and carrier are all milled and fitted to each gun by hand. Its bottom ejection port makes it more weather-resistant than conventional pump action guns and accommodates both right- and left-handed shooters. This weapon gains a +1 enhancement bonus to attack rolls.

Gauges: 12, 16, 20

Ammunition Capacity: 5

Length: 45.50 in. (with 24-in. barrel), 47.50 in. (with 26-in. barrel), 49.50 in. (with 28-in. barrel)

Weight: 112.00 oz.



MOSSBERG MODEL 500

Mossberg Model 500 (USA): This pump action shotgun is incredibly versatile, hosting a wide variety of options for the serious shooter. Stocks can be polymer or wooden, optional pistol grips are available, and sights can include rifle-style, ghost rings (rear peep sights), or traditional hunting pointers.

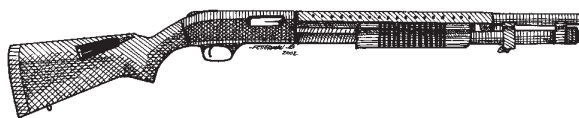
Gauges: 12, 20, .410

Ammunition Capacity: 6

Length: 38.50 in.

Weight: 108.00 oz.

A "Cruiser" home security version of this shotgun is also available. It weighs 92 oz. and is 28.00 inches long. An 8-shot "Police Special" Model (500A) has the same physical characteristics as the Model 500.



MOSSBERG MODEL 590

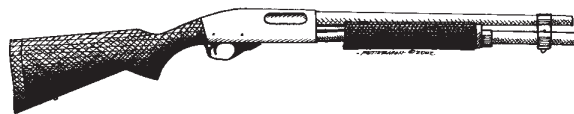
Mossberg Model 590 (USA): The Model 500's big brother sacrifices the 500's many options for higher ammunition capacity and heavy barrel construction that prevents warping even with extended use. Like its predecessor, this smoothbore pump action shotgun is a mainstay of law enforcement agencies.

Gauges: 12

Ammunition Capacity: 6/9 (+1 BP, +\$25)

Length: 39.50 in. (with 6-shot magazine)/41.50 in. (with 9-shot magazine)

Weight: 108.00 oz. (with 6-shot magazine)/116 oz. (with 9-shot magazine)



REMINGTON MODEL 870

Remington Model 870 Wingmaster (USA): In the 1960s, thousands of these all-purpose pump action shotguns were purchased by the U.S. military and fitted with bayonet mounts, heat shields, non-glare finishes, and extended magazines. Today, the weapon has been rereleased in a special 16-gauge blue-metal and walnut edition. This shotgun comes with either a 26- or 28-in. barrel. The U.S. Secret Service, DEA, and FBI currently use the Remington 870 with a full-choke.

Gauges: 16

Ammunition Capacity: 4

Length: 46.50 in. (with 26-in. barrel)/48.50 in. (with 28-in. barrel)

Weight: 112.00 oz. (with 26-in. barrel)/116.00 oz. (with 28-in. barrel)



WINCHESTER 1300

Winchester 1300 (USA): The Winchester 1300 Marines includes a bayonet mount and heat shield around the barrel. It is exclusively U.S. military issue, and not generally available to the public.

Gauges: 12

Ammunition Capacity: 6/7 (+1 BP, +\$25)

Length: 39.50 in. *Weight:* 108.00 oz.

A law enforcement version of this shotgun is also available. The stainless steel Model 1300 Defender has an 8-shot ammunition capacity, weighs 104.00 oz, and is 39.50 in. long. An all-weather version (the Model 1300 Coastal Marine) has a 5-shot ammunition capacity, with the same physical characteristics as the Defender.

SUBMACHINEGUNS

Submachineguns (SMGs) are small, light shoulder-fired weapons that generally use pistol ammunition. They breed some of the best qualities of the pistol (size and concealability) with some of the best qualities of the rifle (high ammunition capacity and rate of fire). However, this seemingly ideal combination is achieved at the cost of accuracy – submachineguns are inherently difficult to control, which results in high negative accuracy modifiers (see Table 5.13). Unless otherwise stated, all submachineguns have the burst and strafe abilities, and may be fired only in burst or strafe mode (without a single-shot option).

Categories: All submachineguns fall into one category. There are no submachinegun sub-groups. Submachineguns may attach accessories to the barrel and grip mounts only (see page 106).

Abilities: An agent's Dexterity modifier is applied to all submachinegun attack rolls. No ability score modifiers are applied to submachinegun damage rolls.

Feats: In order to properly use one of the weapons listed in the Submachineguns group you must have the Weapon Proficiency (Rifles) feat; otherwise you suffer a -4 penalty to all of your attack rolls.

SUBMACHINEGUN DESCRIPTIONS

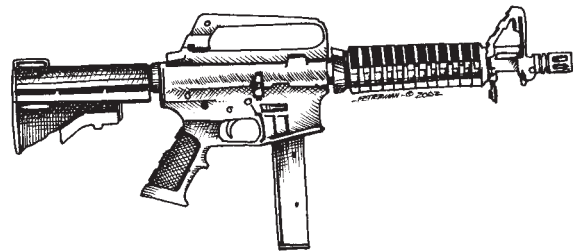
Colt Commando (USA): Like the Model 635 (see below), this weapon takes a familiar frame and rebuilds it as a submachinegun. In this case, the original body was the CAR-15 assault rifle – the forerunner to the M16 (see page 66), cut down to a compact size. The Commando's butt is smaller as well, and mounted on a telescoping tube so it can fold out to the AR-15's original length. The two weapons also share ammunition (5.56x45mm). The only major difference between the two is accuracy – the Commando's shortened barrel makes it effective only at short ranges.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 20/30 (+1 BP, +\$25)

Length: 31.00 in. (extended)/28.00 in. (folded)

Weight: 105.00 oz.



COLT 635

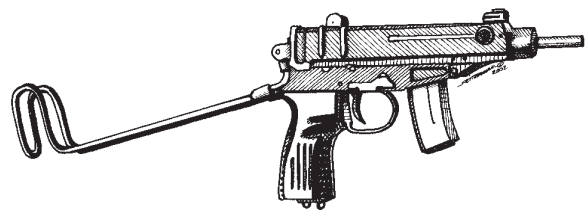
Colt Model 635 (USA): This weapon uses the M16 frame with a shortened barrel, replacing all the internal parts to create a blowback-operated 9mm Parabellum submachinegun. The Model 635 uses a proprietary magazine, holding 20 or 32 shots in a stack.

Calibers: 9mm P

Ammunition Capacity: 20/32 (+2 BP, +\$50)

Length: 28.74 in. (extended)/25.59 in. (folded)

Weight: 91.00 oz.



CZ SCORPION

CZ Scorpion (Czechoslovakia): Common amongst Eastern-block Mafia, the Scorpion is encountered in three calibers: the M-82 (9mm Makarov), the M-83 (.380

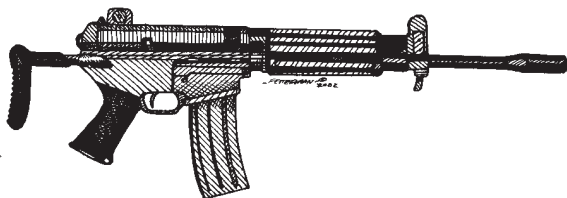
ACP), and the M-61E (7.65mm Browning). It may be used in single-shot mode or strafe mode with a maximum fire rate of 750 rpm.

Calibers: 9mm Makarov, .380 ACP, .32 ACP

Ammunition Capacity: 12/24 (+2 BP, +\$50)/30 (+3 BP, +\$75)

Length: 106.00 in.

Weight: 51.20 oz.



DAEWOO K1A

Daewoo K1A (South Korea): The K1A shares many components with Daewoo's assault rifle, the K2 (see page 66). Both fire 5.56x45mm ammunition and both use a blowback system. The K1A adds a large muzzle compensator and flash hider to compensate for the recoil of firing a rifle round from a submachinegun. Tritium night sights are standard, as is a collapsing wire stock. Unlike most SMGs, the K1A may be fired in single-shot, burst, or strafe mode.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 20/30 (+1 BP, +\$25)

Length: 33.00 in. (extended)/25.71 in. (folded)

Weight: 101.00 oz.

FAMAE S.A.F. Standard (Chile): The FAMAE S.A.F. fires from an unlocked bolt and uses a blowback system to cycle the weapon. Its optional 30-shot magazine is made from clear polymer, allowing the shooter to count his ammunition with a glance.

Calibers: 9mm P

Ammunition Capacity: 20/30 (+1 BP, +\$25)

Length: 25.20 (extended)/16.14 in. (folded)

Weight: 102.00 oz.

A "mini" version of this weapon is also available. The Mini-S.A.F. weighs 81.00 oz. and is 12.20 in. long.

FN P90 Personal Defense Weapon (Belgium): This original submachinegun (not based on a previous weapon) was built for military use, and is illegal in the civilian sector. Its construction was precipitated by the observation that about two-thirds of an army — vehicle crews, officers, cooks, and other support personnel — didn't carry a rifle, nor did they need to. This bullpup SMG was devised to arm them.

The P90's clear plastic magazine runs parallel to the weapon's barrel, and interlocks with the gun via a turntable-like device that rotates the bullets 90 degrees, aligning them with the bore and feeding them into the path of the bolt.

Perhaps the greatest strength of the P90, however, is its armor-penetrating ability, which has been publicly demonstrated in several high-profile counter-terrorist operations. This trait has earned the P90 a place in the armories of many special forces units.

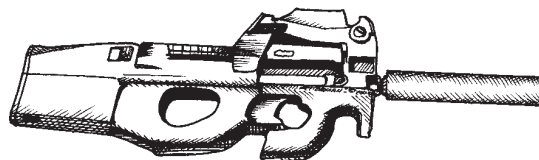
The P90 has an integral x1 day/night scope.

Calibers: 5.7x28mm (proprietary)

Ammunition Capacity: 50

Length: 19.67 in.

Weight: 90.00 oz.



FN P90

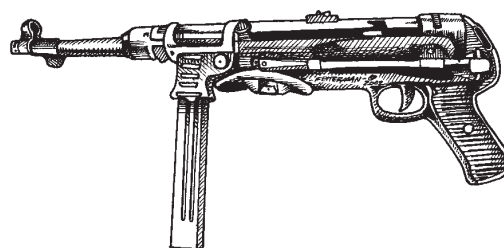
German State Arsenal MP-40 (Germany): Over one million copies of this weapon were made during World War II (though many minute variations exist, due to the large number of factories used to produce them and low wartime quality control). Fielded by the German *Wehrmacht* (Army), this no-frills design was cheap and dirty but very effective, and many of these weapons found their way into the hands of other nations after the war. Today, the MP-40 is used by many guerrilla fighters and low-budget organizations across the globe.

Calibers: 9mm P

Ammunition Capacity: 32

Length: 32.75 in. (extended)/24.75 in. (folded)

Weight: 146.00 oz.



GERMAN STATE ARSENAL MP-40

H&K 53A2 (Germany): This SMG version of the H&K 33A2 (see page 67) has an integral suppressor and may be fired in single-shot, burst, or strafe mode.

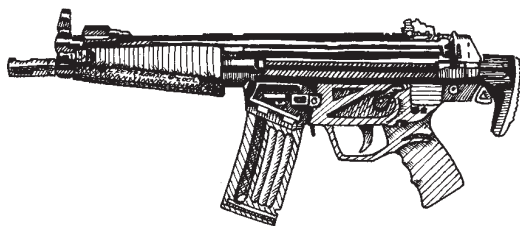
Calibers: 5.56x45mm NATO

Ammunition Capacity: 25/30 (+1 BP, +\$50)/40 (+2 BP, +\$50)

Length: 30.70 in.

Weight: 105.80 oz.

A version of this weapon is also available with a collapsible stock. The H&K 53A3 is 29.72 in. (extended) or 22.17 in. (folded).



H&K 53A2

H&K MP5A2 (Germany): The MP5 (Maschinenpistole 5) took Hollywood by storm in the 1990s, featured in dozens if not hundreds of films, TV shows, and books both high-profile and low-budget. Today, the MP5 has a permanent place in pop culture, and is the first weapon many people consider when they think of SMGs.

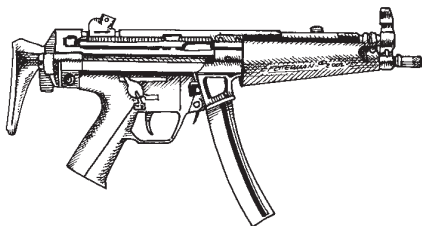
In practice, the MP5 is used by police and soldiers alike, due in no small part to its highly modular design, which can accept nearly any peripheral with ease. It can also be disassembled without tools – a powerful bonus when away from home, or trapped behind enemy lines.

Calibers: 9mm P

Ammunition Capacity: 10/15 (+1 BP, +\$25)/30 (+2 BP, +\$50)

Length: 26.75 in. (extended)/ 19.30 in. (folded)

Weight: 94.00 oz.

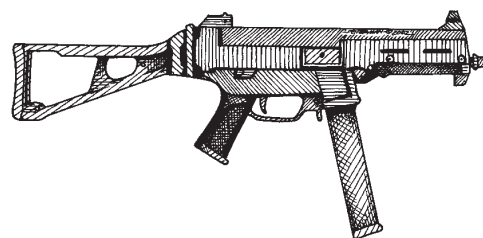


H&K MP5N

The MP5 Family: All MP5s feature the roller-locked delayed blowback system seen in other Heckler & Koch rifles (like the G3; see page 67). All fire from a closed bolt, making them very accurate. Most MP5s may be fired in single-shot or strafe mode, and many feature both two- and three-shot burst fire. There is an MP5 variant to serve every need:

- **MP5A3:** A version of the MP5 with a folding metal stock. (Calibers: 9mm P; Ammunition Capacity: 10/15 (+1 BP, +\$25)/30 (+2 BP, +\$50); Length: 26.00 in. (extended)/19.30 in. (folded); Weight: 86.00 oz.)
- **MP5K:** A compact version of the MP5, designed for security, police, and counter-terrorist forces. This weapon is small enough that it can easily be lost under a coat when slung, or hidden in a briefcase. The weapon lacks a butt, but has a foregrip. (Calibers: 9mm P; Ammunition Capacity: 15/30 (+2 BP, +\$50); Length: 12.67 in.; Weight: 70.00 oz.)

- **MP5K-PDW:** The MP5K redesigned for American airborne and vehicle crews, adding a removable rigid plastic folding stock and an optional silencer. (Calibers: 9mm P; Ammunition Capacity: 30; Length: 23.75 in. (extended)/14.50 in. (folded); Weight: 98.00 oz.)
- **MP5-N:** A version of the MP5 that has been accepted into U.S. Military use, and most commonly fielded by the Navy SEALs (thus the "N"). This weapon has a collapsible stock and an ambidextrous fire selector/safety switch. (Calibers: 9mm P; Ammunition Capacity: 10/15 (+1 BP, +\$25)/30 (+2 BP, +\$50); Length: 26.75 in. (extended)/19.30 in. (folded); Weight: 90.00 oz.)
- **MP5SD:** A silenced version of the MP5. Unlike most other silenced submachineguns, the MP5SD does not need to fire subsonic ammunition – it silences a standard 9mm P round (*effectively making it subsonic* – see page 108). (Calibers: 9mm P; Ammunition Capacity: 15/30 (+2 BP, +\$50); Length: 30.70 in. (extended)/21.65 in. (folded); Weight: 113.00 oz.)
- **MPSF:** A version of the MP5 that may only be fired in burst mode, intended to replace police shotguns. (Calibers: 9mm P; Ammunition Capacity: 10/15 (+1 BP, +\$25)/30 (+2 BP, +\$50); Length: 26.00 in. (extended)/19.30 in. (folded); Weight: 86.00 oz.)



H&K UMP-40A2

- **UMP-40A2:** A version of the MP5 chambered for .40 S&W ammunition. It features ambidextrous controls and a clip that holds the bolt open when the weapon's ammunition is exhausted. UMP stands for "Universal Machine Pistol". (Calibers: .40 S&W; Ammunition Capacity: 25; Length: 27.00 in. (extended)/17.70 in. (folded); Weight: 80.00 oz.)
- **UMP-45A2:** A version of the MP5 chambered for .45 ACP ammunition. Like the UMP-40A2, it also features ambidextrous controls and a clip that holds the bolt open when the weapon's ammunition is exhausted. (Calibers: .45 ACP; Ammunition Capacity: 30; Length: 27.00 in. (extended)/17.70 in. (folded); Weight: 75.20 oz.)

IMI Uzi (Israel): The Israel Military Industries' Uzi has been in active service for over 50 years. Innovative for its time, the Uzi's wrap-around bolt and blowback action are commonplace today. Still, the design is sound

for a compact firearm with a high rate of fire, and the Uzi's popularity persists. The Uzi is used legally in over 90 countries — and in more without police sanction.

Made from a small number of stamped steel parts, and built with wider tolerances than usual so that the dust of its homeland won't foul its action, the Uzi is remarkably easy to maintain, and just as safe to use (a release at the back of the pistol grip must be depressed at the same time as the trigger for the weapon to fire). The Uzi may be reliably fired with one hand due to its above average balance and well-placed pistol grip.

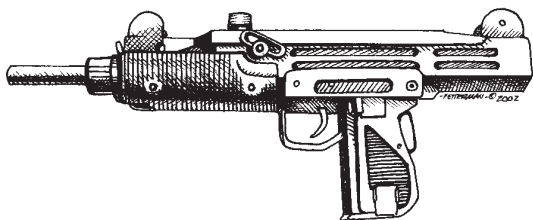
Uzi submachineguns are easy to obtain worldwide, except in the US, UK, and Japanese public markets (i.e. outside the militaries and governments of these nations), where they are an expensive black market item.

Calibers: 9mm P

Ammunition Capacity: 25/32 (+1 BP, +\$25)/40 (+2 BP, +\$50)

Length: 25.00 in. (extended)/17.00 in. (folded)

Weight: 122.00 oz.



IMI UZI

The Uzi Family: There have been two variants of the Uzi within the same family.

- **Mini-Uzi:** This weapon keeps the same basic shape as the Uzi, but is much smaller, reducing its muzzle velocity. The Mini-Uzi actually has a higher rate of fire than the full Uzi, a trait some shooters claim leads to a loss of control. An optional 20-shot magazine is available for the Mini-Uzi, though it also accepts the series' conventional 25- and 30-shot magazines. (Calibers: 9mm P; Ammunition Capacity: 20/25 (+1 BP, +\$25)/30 (+2 BP, +\$50); Length: 23.60 in. (extended)/14.20 in. (folded); Weight: 95.00 oz.)
- **Micro-Uzi (Israel):** This version of the Uzi is not much larger than a pistol. This model only accepts the Mini-Uzi's 20-shot magazine. (Calibers: 9mm P; Ammunition Capacity: 20; Length: 18.11 in. (extended)/8.84 in. (folded); Weight: 69.00 oz.)

Indep Lusa A2 (Portugal): A light and durable SMG fielded by the Portuguese military, the Lusa A2 is a blowback-operated dual-cylinder weapon. The cylinders lie on top of one another, the first housing the barrel

and the second housing the return spring. The A2 features a removable barrel, collapsing buttstock, left-mounted fire-selector/safety switch, and the capacity to accept a laser sight.

Calibers: 9mm P

Ammunition Capacity: 30

Length: 23.03 in. (extended)/18.03 in. (folded)

Weight: 101.00 oz.

Ingram MAC-10 (USA): This compact recoil-operated submachinegun packs an incredible amount of firepower into a small package. Capable of 1100-1600 rounds per minute, the only thing that kept the MAC-10 from achieving a permanent place in the hands of world militaries was the dissolution of Ingram, Inc., its manufacturer. The MAC-10 is still popular with certain urban special forces teams and "building sweepers."

Calibers: .45 ACP, 9mm P

Ammunition Capacity: 30 (.45 ACP)/32 (9mm P)

Length: 10.50 in.

Weight: 100.53 oz.

Ingram MAC-11 (USA): This version of the MAC-10 is chambered for .380 ACP ammunition and features a consistently high rate of fire (1600 rounds per minute), allowing the entire magazine to be unloaded in less than one and a half seconds.

Calibers: .380 ACP

Ammunition Capacity: 16/32 (+2 BP, +\$50)

Length: 10.50 in.

Weight: 56.09 oz.

Milikor BXP (South Africa): With an integral folding stock and a rate of fire approaching 1000 rounds a minute, the BXP is a weapon of global utility. Though primarily fielded by South African police, the BXP is legally exported to other nations. The BXP is often mounted with an underbarrel grenade launcher (see page 123), features an integral suppressor, and has the ported barrel masterworks modification built-in.

Calibers: 9mm P

Ammunition Capacity: 22/32 (+1 BP, +\$25)

Length: 23.90 in. (extended)/15.20 (folded)

Weight: 88.00 oz.

Oy Golden Gun Ltd. GG-95 PDW (Finland): This weapon's highlight is a special recoil system that positions the bolt directly in front the shooter's hand after each shot. The GG-95 is held by a pistol grip and narrow foregrip beneath the barrel, the latter of which also cocks the weapon.

Calibers: 9mm P

Ammunition Capacity: 20/40 (+2 BP, +\$50)

Length: 14.75 in.

Weight: 58.00 oz.

Pistola Ametralladora Star Model Z84 (Spain): This is the standard-issue SMG for the Spanish Armed Forces. Constructed of sheet metal stampings and castings, the Z84 appears to be a variation of the IMI Uzi (see page 83), but in fact the two are quite different,

sharing only their firing standard (open bolt) and magazine feed (through the pistol grip). The Z84's fire-selector switch and safety are located on the left side of the gun.

Calibers: 9mm P

Ammunition Capacity: 25/30 (+1 BP, +\$25)

Length: 24.21 in. (extended)/16.14 in. (folded)

Weight: 106.00 oz.

Ruger MP-9 (USA): The MP-9 has much in common with the famed Uzi SMG (see page 83), and it too was designed by Uziel Gal. Sold to Ruger after Canada canceled the weapon's development, the MP-9 is now produced in the United States. Its pistol grip is centered below the action, and houses the weapon's magazine feed.

Calibers: 9mm P

Ammunition Capacity: 34

Length: 21.89 in. (extended)/14.80 in. (folded)

Weight: 106.00 oz.

Sima-Cefar MGP-87 (Peru): This standard blowback submachinegun was designed for counter-insurgency operations and troops who need to access a compact sidearm in a hurry. All controls are close to the magazine and trigger so that they can be operated by both hands, and the barrel may be unscrewed from the tubular frame assembly and replaced with a silenced version.

Calibers: 9mm P

Ammunition Capacity: 20/30 (+1 BP, +\$25)

Length: 30.16 in. (extended)/19.69 in. (folded)

Weight: 102.00 oz.

A cut-down version of this weapon is also available. The MGP-84 compresses the whole length of the MGP-87, moving the action back in the weapon and relocating the pistol grip under the return spring. The MGP-84 weighs 81 oz. and is 19.29 in. with the stock extended or 10.67 in. with the stock folded.

SITES SpA Spectre M-4 (Italy): This weapon has the distinction of being the only double-action submachinegun in existence. Designed as a police and anti-terror weapon, the Spectre features an air cycling system to cool the barrel during extended bursts and a four-stack magazine that can hold 50 shots in the same space normally taken up by 30. When firing this weapon, the agent gains a +1 enhancement bonus to all attack rolls.

Calibers: 9mm P

Ammunition Capacity: 32/50 (+2 BP, +\$50)

Length: 22.83 in. (extended)/13.78 in. (folded)

Weight: 102.00 oz.

Sterling L2A3 (UK): This resilient submachinegun debuted in the hands of British troops in WWII and remained in active service with them until 1990, when it was replaced by the L85A1 assault rifle (see page 69). Though the Sterling required many parts and extensive machining, it was very reliable.

The weapon's magazines feed through the left side of its tubular body, where four ribs are welded into the gun. When the bolt travels back and forth, it brushes up against these ribs, clearing dirt and debris out of the weapon through a punctured grill along its tubing. Another maintenance feature of the Sterling involves its magazine: rollers inside the magazine contact the bullets and force them to move. This keeps the bullets from jamming inside the magazine as they travel toward the action.

Calibers: 9mm P

Ammunition Capacity: 34

Length: 27.00 in. (extended)/19.00 in. (folded)

Weight: 96.00 oz.

Steyr AUG 9mm Para (Austria): This blowback-operated SMG is a conversion of the popular assault rifle of the same name (see page 70), replacing the barrel, bolt assembly, and magazine throat. The 9mm Para may be fitted with a silencer.

Calibers: 9mm P

Ammunition Capacity: 25/32 (+1 BP, +\$25)

Length: 26.18 in.

Weight: 123.00 oz.

Steyr TMP (Austria): One of the first purely synthetic weapons, the Steyr Tactical Machine Pistol's only metal parts are its barrel and breechlock. It has a delayed blowback system controlled by a selective fire switch (though fully automatic fire only requires continuous pressure on the trigger). The Steyr TMP has no stock, but does include a folding handle at its front for a two-fisted grip.

Calibers: 9mm P

Ammunition Capacity: 15/30 (+2 BP, +\$50)

Length: 11.10 in.

Weight: 44.00 oz.

Thompson M1928 (USA): This classic all-steel SMG is famous for its role in the Prohibition wars of Chicago during the 'roaring twenties,' though it also served – in a less notorious fashion – as a sidearm for the U.S. Coast Guard and the U.S. Marine Corps during the Nicaraguan civil war. Many of these weapons can still be found in private collections and discarded in lockers around the world, and unless damaged, most still work.

Incredibly durable and reliable, the M1928 utilizes a complex delayed blowback system. Its features include highly accurate adjustable sights, and a muzzle compensator machined onto the end of its barrel. The M1928 can accept ammunition from a 50- or 100-shot drum, or an 18-, 20-, or 30-shot magazine. This is one of the most recognizable (and menacing) SMGs in the world, and grants the wielder a +1 bonus to Intimidate checks.

Calibers: .45 ACP

Ammunition Capacity: 20/30 (+1 BP, +\$25)/50 (+3 BP, +\$75)/100 (+7 BP, +\$175)

Length: 33.50 in.

Weight: 172.00 oz.

Tommy Guns: The M1928 gave rise to several variations on the original theme, any of which might be found in the hands of a criminal mastermind's shock troops, or a traditionalist henchman. All tommy guns grant the wielder a +1 bonus to Intimidate checks.

- **M1:** The second incarnation of the Thompson SMG, reconfigured with standard blowback operation for mass production during WWII. The M1 was designed to use 20- or 30-shot box magazines. This weapon saw action in WWII first as part of the 'Lend Lease' program, then as a weapon issued to US troops. It saw use during the Korean conflict and was not uncommon in Vietnam. (Calibers: .45 ACP; Ammunition Capacity: 20/30 (+1 BP, +\$25); Length: 32.00 in.; Weight: 169.00 oz.)
- **M1A1:** A simplified version of the M1 which replaced the hammer with a firing pin. This weapon was issued to US troops in Korea and Vietnam. (Calibers: .45 ACP; Ammunition Capacity: 20/30 (+1 BP, +\$25); Length: 32.00 in.; Weight: 169.00 oz.)
- **M3:** A sheet metal version of the M1928 developed and manufactured quickly during WWII, with rudimentary controls and safeties. Its rapid design and production left it with one major flaw — its magazine jams frequently. An extra barrel, bolt, and magazine adapter originally shipped with the M3 can be used to convert the weapon to fire 9mm rounds. This variant picked up the nickname "grease gun" from its shape. (Calibers: .45 ACP, 9mm P; Ammunition Capacity: 30; Length: 30.00 in. (extended)/22.75 in. (folded); Weight: 130.00 oz.)
- **M3A1:** This simplified version of the M3 removed the cocking crank. It was mass-produced in the United States and abroad. (Calibers: .45 ACP; Ammunition Capacity: 30; Length: 29.75 in. (extended)/22.75 in. (folded); Weight: 131.00 oz.)

Ammunition

As described in the *Spycraft Espionage Handbook*, weapons that require ammunition are requisitioned empty, and unless otherwise stated, all ammunition — including the first load — must be requisitioned separately. Magazines are free and come with ammunition requisitioned.

This section describes new ammunition types only — as with all other sections of this book, material printed in the *Spycraft Espionage Handbook* is not reprinted here. This section does, however, establish two new categories of ammunition, which supersede the ammo organization found in the earlier book:

- **Bullets:** Bullets are used in handguns, rifles, and SMGs. All ammunition types described for these weapons in the *Spycraft Espionage Handbook* fall into this new

category. Unless otherwise stated, all handguns and SMGs may share bullets of the same caliber (see below). Rifle bullets are longer, and may not be used in handguns or SMGs, or vice versa.

- **Shells:** Shells are used in shotguns. All ammunition types described for shotguns in the *Spycraft Espionage Handbook* falls into this new category. Unless otherwise stated, shells may only be used in shotguns.

Both categories of ammunition are further divided by the diameter of the round fired (commonly referred to as its "caliber" or "gauge," depending on the ammunition category). As discussed at the beginning of this chapter, some firearms are produced in more than one diameter, and each weapon's base damage is determined by the caliber or gauge used. Ammunition types apply special effects on top of this combination.

Example: The Colt M1911A1 pistol is chambered only for .45 ACP ammunition. It inflicts a base damage of 1d12. If it is loaded with armor-piercing ammunition, it would also reduce the target's damage reduction by 2 (minimum 0).

Additional ammunition options (such as speed loaders) can be found in Chapter 6: Accessories.

Some ammunition is described as proprietary. Such ammunition is designed exclusively for use in the listed weapon, and any special mechanics it possesses are built into the weapon's description and statistics.

Other ammunition is described as subsonic. *The rules for subsonic rounds are located on page 108.*

AMMUNITION DESCRIPTIONS

Two sections follow, one for each category of ammunition: bullet and shell.

BULLET TYPES

The following ammunition types described in the *Spycraft Espionage Handbook* fall into the bullet category, and unless otherwise stated, may be used in all handguns, rifles, and SMGs:

- **Armor Piercing.**
- **Full Metal Jacketed/Military Ball/Standard Bullets:** All the same type — standard ammunition for all handguns and SMGs.
- **Jacketed Hollow Point.**
- **Safety Slugs.**
- **Soft Point.**
- **Teflon-tipped.**
- **Tracer** (rifles only).

In addition to these ammunition types, the bullets category includes the following new options.

Blank: Blanks inflict no damage except when used to perform a coup de grace action (when they inflict half normal damage).

Blitz-Action-Trauma (BAT): Also known as an “Action Safety Bullet,” this round has a plastic plug in its core. The plug prevents jams, but is “blown” out of the round when it is fired, causing the bullet to mushroom immediately. The BAT round has the aerodynamic properties of a brick, so its effectiveness dissipates rapidly over any range. It's perfect for close-quarters combat, with little chance of collateral damage. The BAT round is usually, but not always, 9mm in caliber, and is only available as handgun ammunition. When an agent uses a weapon loaded with BAT rounds, the GC must spend two extra action dice when activating his errors to hit bystanders. The damage of hits with this ammunition is reduced by 1 (to a minimum of 1) and the range increment of weapons loaded with BAT rounds is reduced by 10 feet, with a maximum range of 5 increments.

Boat Tail: The standard rifle round is not very aerodynamic, but this round's body is contoured to reduce wind resistance. Boat tail bullets are used almost exclusively by marksmen and snipers, who commonly steer clear of other ammunition types for fear of ruining the aerodynamics of their shots or fouling their weapons. Boat tail rounds are only available as rifle ammunition. The range increment of weapons loaded with boat tail rounds is increased by 25 feet, but the damage inflicted by attacks with boat tail rounds is reduced by 1 (to a minimum of 1).

Compacted Powder: Also known as a sintered round, this is a relatively new type of ammunition, consisting of powdered metal compacted into a bullet. The powder is heated enough to withstand the force of being fired but not the force of impact, then polished to make it more aerodynamic. When a compacted powder round impacts a target, it collapses back into its powder form, applying all the concussive force of a gunshot wound without any penetration trauma. Compacted rounds are especially useful on airplanes, where penetrating damage is undesirable, and are standard for most Air Marshals. When an agent uses a weapon loaded with compacted powder rounds, the GC must spend one extra action die when activating his errors to hit a bystander. However, attacks using weapons loaded with this ammunition suffer a -1 penalty to hit. All damage inflicted by compacted powder rounds is subdual.

Discarding Sabot (SA'-bo): This type of round consists of a block that fits into the neck of the cartridge and holds a smaller projectile. When the weapon is fired, the block and projectile travel down to the end of the barrel, where the two separate. Shielded within the

sabot, the projectile's high velocity gives it a relatively flat trajectory out to the end of its effective range. There are two types of discarding sabot round, each with its own effects:

- **Armor Piercing Discarding Sabot (APDS):** Combines the strengths of the armor-piercing and discarding sabot rounds, greatly improving both velocity and punch against armored targets. When an agent uses a weapon loaded with APDS rounds, his error range is reduced by 1, he suffers a -2 ammunition penalty to his attack rolls, and his attacks are only effective out to 5 increments. APDS ammunition has the armor-defeating quality.
- **Armor Piercing Fin Stabilized Discarding Sabot (APFSDS):** Combines the strengths of APDS rounds with the accuracy and range of boat tail ammunition, inflicting only a -1 penalty to attack rolls with no change to effective range. Like APDS rounds, this ammunition has the armor-defeating quality and increases the weapon's error range by 1.

Discarding sabot rounds may only be used in rifles.

Dum-dum: This exploding bullet is generally found in large military vehicle-mounted weapons. It consists of a hard outer jacket and soft lead core surrounding an explosive charge. The explosive charge can be homemade (e.g. with sulfur powder scraped off matches), but this courts a dangerous ammunition explosion. Professional dum-dum rounds have a small drop of mercury in the bullet's central cavity, sealed with wax. On impact the hydrostatic forces in the mercury transfer out, effectively detonating the round. The action of these rounds is highly erratic – when an agent using a weapon loaded with dum-dum ammunition inflicts at least one point of damage (after damage reduction and hardness are applied), he inflicts an additional 1d6 damage (ignoring damage reduction and hardness for this second wave of damage). However, his error range is increased by 2.

Hollow Point: The hollow point round is a lead bullet with a small cavity in the nose. When it hits a target, it mushrooms out, ripping large holes in soft, unarmored targets. Hard impacts, such as against body armor, stop this round cold. This is referred to as “under penetration.” Hollow point rounds generally deform at much lower velocities than soft points, making them perfect for handgun ammunition. The damage inflicted by a weapon loaded with hollow point ammunition is increased by +3, but its error range is increased by 1. Hard targets suffer no damage from hollow point rounds (though targets wearing armor still suffer 2 points of subdual damage).

Hydrashock: These are hollow point rounds with a steel core to increase expansion inside the target. This

ammunition's steel core makes it potentially effective against armored targets – when a weapon loaded with hydrashock rounds successfully hits a target, it inflicts an extra 1d4 damage. Damage reduction and hardness are doubled before they reduce damage from hydrashock ammunition.

Nozzler: This hollow point bullet features a cone of either bronze or ballistic plastic (similar to teflon). Intended for big game, this special tip acts as a very small armor-piercing round, and also helps to expand the bullet as it is pushed backward upon impact. When it hits a human “center mass” (in the torso), a nozzler round's tip might smash through a kevlar vest, creating a small hole through which the rapidly expanding bullet can penetrate. The process applies to other hard targets as well, such as cars, doors, and the like. Nozzler rounds are only available for rifles. When an agent uses a weapon loaded with nozzler rounds, the target's damage reduction or hardness is reduced by 2 for the purpose of determining if it is a hard or soft target. Hard targets suffer no damage from nozzler rounds (though targets wearing armor still suffer 2 points of subdual

damage). The damage inflicted by a weapon loaded with nozzler ammunition is increased by +3, but its error range is increased by 1.

Semi-Jacket Exposed Steel Core: This round is partially covered by a lead body, copper jacket, exposing a steel core. It works best against armored targets; when used against those without armor, it tends to “over penetrate” (i.e. blow right through with minimal damage). In practice, the weight of the lead drives the round's steel tip through any body armor the target might be wearing, then continues to flesh and bone. When an agent uses a weapon loaded with semi-jacketed exposed steel core ammunition, the target's damage reduction or hardness is reduced by 3 (before it is applied). However, the damage of hits with this ammunition is reduced by half against soft targets (rounded up).

Talon: Formerly known as a “Black Talon” or a “Ranger SXT round,” this is a conventional hollow point round with a twist – when it expands, its copper jacket peels back to form six sharp claws. These claws curl outward beyond the smooth outer edges of the mushroom-shaped shoulder, lacerating surrounding flesh as



the bullet speeds through its target. Talon rounds cause serious, bloody wounds. Targets hit with them lose one point of vitality per round (but not wounds, *see below*) immediately before their first action. Multiple talon hits don't stack; a target loses only one point of vitality per round from this attack regardless of the number of talon hits he's suffered. If the target drops to 0 vitality (due to bleeding, damage from the attack, or a pre-existing condition), a subsequent hit from a talon round inflicts a single additional wound point on the target, after which it has no further effect. Vitality loss from bleeding may only be stopped with a successful First Aid check (DC 20), requiring one minute to perform.

Wad Cutter (WC): This bullet's tail section is cut away to reduce its weight and improve its accuracy. Wad cutter rounds are generally used in target pistols. If an agent using a weapon loaded with wad cutters takes a full round to make a standard attack, the round's added stability offers him a +2 bonus to hit. However, the damage of hits with this ammunition is reduced by 2 (to a minimum of 1).

SHELL TYPES

The following ammunition types described in the *Spycraft Espionage Handbook* fall into the shell category, and unless otherwise stated, may be used in all shotguns:

- *Beanbag.*
- *Flechette.*
- *Gas.*
- *Shot.*
- *Slug:* Standard ammunition for all shotguns.

In addition to these ammunition types, the shells category includes the following new options.

Armor Piercing Discarding Sabot (APDS): This family of military rounds is identical in concept and function to the bullet family of the same name.

Blank: Blanks inflict no damage except when used to perform a coup de grace action (when they inflict half normal damage).

Grenade Launching: Essentially an extremely powerful blank, a grenade launching round is used to propel a single grenade or special shell inserted in the end of the shotgun's barrel. Common shells fired in this fashion include tear gas bombs and special weighted "nets" that are used to immobilize targets. Muzzle-loaded grenades operate like a 40mm grenade of the appropriate type (*see page 135*) and have a range increment of 20 feet. If loaded with a net, the weapon works identically to a net gun (*Spycraft Espionage Handbook, page 121*).

Non-lethal: This shot round contains plastic or rubber pellets and is used for crowd control. Attacks with this ammunition cause subdual damage (without the penalty to hit normally associated with converting normal to subdual damage).

Rock Salt: The classic hillbilly farmer round, created by replacing the shot within a shell with salt and re-sealing it with wax. Rock salt shells are non-lethal except under five feet, but the salt causes excruciating pain as it seeps into the wound this round creates. If the damage from an attack using rock salt ammunition is applied to the target's wounds, only one wound is lost. Vitality damage is applied as normal. Targets hit with rock salt ammunition must make a Fortitude save (DC 20) or suffer a -2 penalty to all attack rolls and skill checks until First Aid is successfully applied (DC 12). This First Aid check requires five minutes to perform.

LEGEND

Note	Meaning	Note	Meaning	Note	Meaning
Ability #	Minimum Ability Score to Use Weapon	DA	Dangerous	PB	Ported barrel
1-h	1-handed	DP	Dependable		(masterwork modification)
2-h	2-handed	DI	Disposable	PW	Powered
AA	Advanced aim	DS	Double-safe	RC	Recoil compensator (integral)
AD	Armor-defeating	DT	Discreet	RG	Rugged
AP	Armor-piercing	FB	Floating barrel	RH	Reach
AK	Awkward		(masterwork modification)	SG	Sure-grip
BF	May fire in burst mode	FL	Fast-load	SL	Streamlined
	(for weapons that may	GD	Guard	SP	Suppressed
	not normally fire in	HB	Heavy barrel	SS	May fire in single-shot
	burst mode)		(masterwork modification)		mode (for weapons that
BB	Bull-barrel	HK	Hook		may not normally fire in
	(masterwork modification)	IN	Integral <accessory>		single-shot mode)
BP	Bullpup	LH	Left-handed (off-hand	ST	May fire in strafe mode
CL	Coil		penalty applied to attacks		(for weapons that may
CP	Composite		by right-handed users)		not normally fire in
CS	Collapsible stock	LR	Long reach		strafe mode)
CU	Custom stock	LV	Limited vision	TD	Takedown
	(masterwork modification)	MC	Multi-chambered	TP	Trap
CT	Cryogenic treatment	MD	Modular	TS	Tassel
	(masterwork modification)	MP	Multi-part	WL	Whisper-lock

TABLE 5.1: BACKUP PISTOLS

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Beretta 8000 Cougar (Italy)</i>										
9mm P	13	11	—	1d10+1	1	20	25	—	2 lb.	\$450
.40 S&W	16	15	—	1d8+2	1	20	25	TD	2 lb.	\$450
.45 ACP	19	20	—	1d12	1	19–20	25	TD	2 lb.	\$450
<i>Beretta 9000S (Italy)</i>										
9mm P	14	12	—	1d10+1	1	20	25	SG	2 lb.	\$500
.40 S&W	17	17	—	1d8+2	1	20	25	SG, TD	2 lb.	\$500
<i>Beretta Cheetah (Italy)</i>										
.380 ACP	11	0	—	2d4	1	20	15	FL	1 lb.	\$600
<i>Colt Defender (USA)</i>										
.45 ACP	20	25	—	1d12	1	19–20	25	DT, TD	1 lb.	\$775
<i>Makarov 9mm (Russia)</i>										
9mm Makarov	10	0	—	2d4	1	20	20	—	2 lb.	\$200
<i>SIG-Sauer P-230 (Switzerland)</i>										
.380 ACP	12	0	—	2d4	1	20	15	DP	1 lb.	\$450
<i>SIG-Sauer P-232 (Switzerland)</i>										
.32 ACP	11	0	—	1d6+1	1	20	15	DP	1 lb.	\$450
.380 ACP	12	0	—	2d4	1	20	15	DP	1 lb.	\$450
<i>Walther PP (Germany)</i>										
.32 ACP	11	0	—	1d6+1	0	20	15	—	2 lb.	\$550

TABLE 5.2: POCKET PISTOLS

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>ACCU-TEK AT-32 (USA)</i>										
.32 ACP	9	0	—	1d6+1	1–2	20	15	DS	1 lb.	\$200
<i>ACCU-TEK HC-380 (USA)</i>										
.38 Special	8	13	—	1d8	1–2	20	20	—	1 lb.	\$250
<i>Walther PPK (Germany)</i>										
7.65mm P	12	0	—	2d4	1	20	20	DS, DT	1 lb.	\$750

TABLE 5.3: SERVICE PISTOLS

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Beretta Model 1951 (Italy)</i>										
7.65mm P	10	0	—	2d4	1–2	20	20	FL	2 lb.	\$500
9mm P	13	12	—	1d10+1	1–2	20	25	FL	2 lb.	\$500
<i>Beretta Model 92/92FS (Italy)</i>										
9mm P	12	12	—	1d10+1	1–2	20	25	—	2 lb.	\$500
<i>Browning High-Power (Belgium)</i>										
9mm P	17	11	—	1d10+1	0	20	25	DP	2 lb.	\$600
<i>Calico 950 (USA)</i>										
9mm P	14	0	—	1d10+1	1–2	20	25	BF, CS	6 lb.	\$1,000
<i>Colt M1911A1 (USA)</i>										
.45 ACP	22	20	—	1d12	0	19–20	25	RG, TD	2 lb.	\$1,000
<i>CZ 100/101 (Czechoslovakia)</i>										
9mm P	14	14	—	1d10+1	1–2	20	25	CP	1 lb.	\$600
.40 S&W	17	20	—	1d8+2	1–2	20	25	CP, TD	1 lb.	\$600
<i>CZ 75 (Czechoslovakia)</i>										
9mm P	15	11	—	1d10+1	1	20	25	DS, SL	2 lb.	\$500
.40 S&W	18	16	—	1d8+2	1	20	25	DS, SL, TD	2 lb.	\$500
<i>CZ 75, automatic (Czechoslovakia)</i>										
9mm P	15	11	—	1d10+1	1–2	20	25	DS, ST	2 lb.	\$750

MODERN ARMS GUIDE

TABLE 5.3: SERVICE PISTOLS (CONTINUED)

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>CZ G2000 (Czechoslovakia)</i>										
9mm P	12	13	—	1d10+1	1-2	20	25	—	2 lb.	\$500
.40 S&W	12	18	—	1d8+2	1-2	20	25	—	2 lb.	\$500
<i>Daewoo DP 40 (South Korea)</i>										
.40 S&W	15	18	—	1d8+2	1-2	20	25	TD	2 lb.	\$450
<i>Daewoo DP 45 (South Korea)</i>										
.45 ACP	18	23	—	1d12	1-2	19-20	25	TD	2 lb.	\$500
<i>Daewoo DP 51 (South Korea)</i>										
9mm P	12	13	—	1d10+1	1-2	20	25	—	2 lb.	\$500
<i>FN Five-seveN (Belgium)</i>										
5.7x28mm	16	0	—	1d10+1	1	20	25	AP, DS	2 lb.	\$800
<i>FN Forty-Nine (Belgium)</i>										
.40 S&W	17	19	—	1d8+2	1	20	25	AK, DP, DS, TD	2 lb.	\$700
<i>Glock 17 (Austria)</i>										
9mm P	18	14	—	1d10+1	1	20	25	AA, CP	1 lb.	\$650
<i>Glock 18 (Austria)</i>										
9mm P	21	14	—	1d10+1	1	20	25	AA, CP, ST	1 lb.	\$650
<i>Glock 20 (Austria)</i>										
10mm	21	19	—	2d6	1	19-20	25	AA, CP	2 lb.	\$700
<i>Glock 21 (Austria)</i>										
.45 ACP	23	24	—	1d12	1	19-20	25	AA, CP, TD	2 lb.	\$700
<i>Glock 22 (Austria)</i>										
.40 S&W	20	20	—	1d8+2	1	20	25	AA, CP, TD	1 lb.	\$650
<i>Glock 23 (Austria)</i>										
.40 S&W	21	20	—	1d8+2	1	20	25	AA, CP, DT, TD	1 lb.	\$715
<i>Glock 28 (Austria)</i>										
.380 Auto	14	0	—	1d8	1	20	15	AA, CP, DT	1 lb.	\$700
<i>Glock 31 (Austria)</i>										
.357 Magnum	25	25	—	3d4+1	1	19-20	30	AA, CP	1 lb.	\$650
<i>H&K P9 (Germany)</i>										
7.65mm P	12	0	—	2d4	1	20	20	DP	2 lb.	\$750
9mm P	15	12	—	1d10+1	1	20	25	DP	2 lb.	\$750
<i>H&K SOCOM (USA)</i>										
.45 ACP	24	19	—	1d12	1	19-20	25	TD, WL; IN laser sight	3 lb.	\$2,300
<i>H&K SOCOM, silenced (USA)</i>										
.45 ACP(subsonic)	24	15	—	1d12	1	19-20	25	WL; IN laser sight, std. suppressor	4 lb.	\$2,400
<i>H&K USP (Germany)</i>										
9mm P	15	13	—	1d10+1	1	20	25	DP	2 lb.	\$800
.40 S&W	18	18	—	1d8+2	1	20	25	DP, TD	2 lb.	\$800
.45 ACP	21	23	—	1d12	1	19-20	25	DP, TD	2 lb.	\$800
<i>IMI Jericho 941 (Israel)</i>										
9mm P	12	11	—	1d10+1	1-2	20	25	—	2 lb.	\$450
<i>IMI Uzi Pistol (Israel)</i>										
9mm P	8	0	-1	1d10+1	1-3	20	25	—	4 lb.	\$400
<i>Magnum Research Desert Eagle (USA)</i>										
.357 Magnum	20	15	—	3d4+1	1-2	19-20	30	—	4 lb.	\$1,200
.44 Magnum	23	23	—	3d4+1	1-2	19-20	35	TD	4 lb.	\$1,200
.50 A.E.	29	25	—	3d6+1	1-2	19-20	45	TD	4 lb.	\$1,200
<i>RH-ALAN HS95 (Croatia)</i>										
9mm P	18	11	—	1d10+1	1-2	20	25	DS, RG IN 2nd generation night sight	2 lb.	Restricted

TABLE 5.3: SERVICE PISTOLS (CONTINUED)

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Ruger P89 (USA)</i>										
9mm P	13	12	—	1d10+1	1-2	20	25	RG	2 lb.	\$450
<i>Ruger P90 (USA)</i>										
.45 ACP	19	22	—	1d12	1-2	19-20	25	RG, TD	2 lb.	\$500
<i>Ruger P94 (USA)</i>										
9mm P	14	13	—	1d10+1	1-2	20	25	CP	2 lb.	\$500
<i>Ruger P97 (USA)</i>										
.45 ACP	19	23	—	1d12	1-2	19-20	25	RG, TD	2 lb.	\$500
<i>SIG-Sauer P-220 (Switzerland)</i>										
9mm P	13	13	—	1d10+1	1	20	25	—	2 lb.	\$650
.45 ACP	19	23	—	1d12	1	19-20	25	TD	2 lb.	\$650
<i>SIG-Sauer P-225 (Switzerland)</i>										
9mm P	14	13	—	1d10+1	1	20	25	DT	2 lb.	\$750
.45 ACP	20	24	—	1d12	1	19-20	25	DT, TD	2 lb.	\$750
<i>SIG-Sauer P-226 (Switzerland)</i>										
9mm P	16	13	—	1d10+1	1	20	25	DP, RG	2 lb.	\$800
.40 S&W	19	18	—	1d8+2	1	20	25	DP, RG, TD	2 lb.	\$800
.45 ACP	22	24	—	1d12	1	19-20	25	DP, RG, TD	2 lb.	\$800
<i>SIG-Sauer P-228/P-229 (Switz.)</i>										
9mm P	14	13	—	1d10+1	1	20	25	DT	2 lb.	\$750
<i>SIG-Sauer P-245 (Switzerland)</i>										
.45 ACP	20	23	—	1d12	1	19-20	25	DT, TD	2 lb.	\$750
<i>Steyr SPP (Austria)*</i>										
9mm (all ammo types)	12	0	—	1d10+1	1-2	20	25	—	3 lb.	\$600
<i>Tniitochmash PSS Silent (Russia)</i>										
7.62x42mm SP4 (subsonic)	11	11	—	1d6+1	1-2	20	15	DT	2 lb.	\$1,000
								IN std. suppressor		
<i>Tniitochmash SPP-1 Underwater Pistol (Russia)</i>										
4.5mm SPS Special*	12	0	-1	1d8+1	1-2	20	Special*	—	2 lb.	\$800
<i>Walther P5 (Germany)</i>										
9mm P	14	13	—	1d10+1	1	20	25	DS	2 lb.	\$500

TABLE 5.4: TARGET PISTOLS

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Benelli MP90S (Italy)</i>										
.22 LR	20	0	+2	1d4+2	1-2	20	10	AA, SG	3 lb.	\$800
<i>Browning Buck Mark (USA)</i>										
.22 LR	14	0	+1	1d4+2	1-2	20	10	BB	2 lb.	\$400
<i>Magnum Research Lone Eagle (USA)</i>										
.22/250 Rem	11	0	+1	1d6	1-2	20	50	MC	4 lb.	\$1,400
.22 LR	12	0	+1	1d4+2	1-2	20	10	MC	4 lb.	\$1,400
5.56x45mm NATO	13	0	+1	1d4+2	1-2	20	40	MC	4 lb.	\$1,400
.357 Mag	24	14	+1	3d4+1	1-2	19-20	30	MC	4 lb.	\$1,400
.243 Win	26	14	+1	4d4+1	1-2	20	50	MC	4 lb.	\$1,400
.30-30 Win	26	24	+1	4d4+1	1-2	20	50	MC	4 lb.	\$1,400
.44 Magnum	27	22	+1	3d4+1	1-2	19-20	35	MC, TD	4 lb.	\$1,400
7.62x39mm Soviet	31	16	+1	3d6	1-2	19-20	45	MC, TD	4 lb.	\$1,400
.30-06	32	25	+1	2d10+1	1-2	19-20	60	MC	4 lb.	\$1,400
.444 Marlin	35	25	+1	2d10+1	1-2	19-20	65	MC, TD	4 lb.	\$1,400
7mm-08 Rem	35	25	+1	4d4+2	1-2	19-20	60	MC, TD	4 lb.	\$1,400
7.62x51mm NATO	35	25	+1	4d4+2	1-2	19-20	60	MC, TD	4 lb.	\$1,400

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TABLE 5.4: TARGET PISTOLS (CONTINUED)

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Springfield Armory Trophy Match (USA)</i>										
.40 S&W	20	15	+1	1d8+2	1	20	25	TD	2 lb.	\$1,200
.45 ACP	23	20	+1	1d12	1	19–20	25	TD	2 lb.	\$1,200
<i>Thompson Center Contender (USA)</i>										
.22 LR	12	0	+1	1d4+2	1–2	20	10	—	3 lb.	\$1,200
5.56x45mm NATO	13	0	+1	1d4+2	1–2	20	40	—	3 lb.	\$1,200
.45 Long Colt	19	15	+1	1d8+2	1–2	20	25	TD	4 lb.	\$1,200
.357 Magnum	24	16	+1	3d4+1	1–2	19–20	30	—	3 lb.	\$1,200
.44 Magnum	27	25	+1	3d4+1	1–2	19–20	35	TD	3 lb.	\$1,200

TABLE 5.5: HUNTING REVOLVERS

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Colt Anaconda (USA)</i>										
.45 Long Colt	18	14	—	1d8+2	1	20	20	DP, TD	5 lb.	\$800
.357 Magnum	23	14	—	3d4+1	1	19–20	30	DP	5 lb.	\$800
.44 Magnum	25	21	—	3d4+1	1	19–20	25	DP, TD	5 lb.	\$800
<i>Ruger Super-Redhawk (USA)</i>										
.45 Long Colt	19	15	—	1d8+2	1	20	30	DP, TD	5 lb.	\$550
.44 Magnum	26	22	—	3d4+1	1	19–20	35	DP, TD	5 lb.	\$550
.480 Ruger	30	25	—	3d6	1	19–20	45	DP, TD	5 lb.	\$550
.454 Casull	33	25	—	3d6+1	1	19–20	55	DP, TD	5 lb.	\$550
<i>S&W Model 29 (USA)</i>										
.44 Magnum	26	23	—	3d4+1	0	19–20	35	TD	4 lb.	\$400

TABLE 5.6: SERVICE REVOLVERS

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Manurhin MR-73</i>										
9mm P	15	12	—	1d10+1	1	20	25	DP	2 lb.	\$400
.357 Magnum	23	21	—	3d4+1	1	19–20	30	DP	2 lb.	\$400
<i>Mateba Model 6 Unica (Italy)</i>										
.357 Magnum	18	17	—	3d4+1	1	20	30	—	3 lb.	\$800
<i>Phillips & Rodgers Medusa Model 47 (USA)</i>										
.38 Special	24	0	—	1d8+1	1	20	20	DP, MC, RG	2 lb.	\$1,100
.357 Magnum	24	19	—	3d4+1	1	20	30	DP, MC, RG	2 lb.	\$1,100
9mm P	24	11	—	1d10+1	1	20	25	DP, MC, RG	2 lb.	\$1,100
<i>Ruger SP-101 (USA)</i>										
.22 LR	12	0	—	1d4+2	1	20	10	DP, SL	2 lb.	\$400
.38 Special	16	11	—	1d8+1	1	20	20	DP, SL	2 lb.	\$400
.357 Magnum	21	21	—	3d4+1	1	20	30	DP, SL	2 lb.	\$400
<i>S&W Model 10 (USA)</i>										
.38 Special	15	10	—	1d8+1	0	20	20	DP	2 lb.	\$350

All weapons listed in bold are reprinted from the *Spycraft Espionage Handbook*.

* See item description for special rules concerning this weapon.

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TABLE 5.7: ASSAULT RIFLES

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Beretta AR-70/90 (Italy)</i>										
5.56x45mm NATO	25	0	—	4d4	1–2	20	125	No burst	9 lb.	Restricted
<i>Beretta SC-70/90 (Italy)</i>										
5.56x45mm NATO	26	0	—	4d4	1–2	20	125	No burst, CS	8 lb.	Restricted
<i>Bofors AK5 (Sweden)</i>										
5.56x45mm NATO	25	0	—	4d4	1–2	20	125	No burst, CS	9 lb.	Restricted
<i>Bofors AK5B (Sweden)</i>										
5.56x45mm NATO	27	0	—	4d4	1–2	20	125	No burst, CS; IN 4x telescopic sight	10 lb.	Restricted
<i>Bofors AK5C (Sweden)</i>										
5.56x45mm NATO	50	0	—	4d4	1–2	20	125	No burst, CS; IN M203 grenade launcher	12 lb.	Restricted
<i>Bofors AK5D (Sweden)</i>										
5.56x45mm NATO	27	10	—	4d4	1–2	20	125	No burst, CS; IN 4x telescopic sight	6 lb.	Restricted
<i>Colt CAR-15 (USA)</i>										
5.56x45mm NATO	27	0	—	4d4	1–2	20	125	No burst, CS, DT	7 lb.	Restricted
<i>Colt M16A1 (USA)</i>										
5.56x45mm NATO	23	0	—	4d4	1–4	20	125	No burst	6 lb.	Restricted
<i>Colt M16A2 (USA)</i>										
5.56x45mm NATO	23	0	—	4d4	1–3	20	125	No strafe	9 lb.	Restricted
<i>Colt M16A3 (USA)</i>										
5.56x45mm NATO	24	0	—	4d4	1–2	20	125	No strafe	9 lb.	Restricted
<i>CZ 2000 (Czechoslovakia)</i>										
5.56x45mm NATO	27	0	—	4d4	1–2	20	125	CS	7 lb.	Restricted
<i>CZ 2000 Carbine (Czechoslovakia)</i>										
5.56x45mm NATO	28	0	—	4d4	1–2	20	125	CS, DT	6 lb.	Restricted
<i>Daewoo DR-200 (South Korea)</i>										
5.56x45mm NATO	23	0	—	4d4	1–2	20	125	Single shot only	8 lb.	Restricted
<i>Daewoo DR-300 (South Korea)</i>										
7.62x39mm Soviet	28	0	—	3d6	1–2	19–20	150	Single shot only	8 lb.	Restricted
<i>Daewoo K1 (South Korea)</i>										
5.56x45mm NATO	29	0	—	4d4	1–2	20	125	CS, DT; IN 2x telescopic sight	7 lb.	Restricted
<i>Daewoo K2 (South Korea)</i>										
5.56x45mm NATO	27	0	—	4d4	1–2	20	125	CS	8 lb.	Restricted
<i>FAMAS F1 (France)</i>										
5.56x45mm NATO	26	0	—	4d4	1–2	20	125	BP	8 lb.	Restricted
<i>FAMAS G2 (France)</i>										
5.56x45mm NATO	26	0	—	4d4	1–2	20	125	BP	8 lb.	Restricted
<i>FN F2000 (Belgium)</i>										
5.56x45mm NATO	28	0	—	4d4	1–2	20	125	Modular, BP	8 lb.	Restricted
<i>FN FAL (Belgium)</i>										
7.62x51mm NATO	39	12	—	4d4+2	1	19–20	175	BB, DP, RG	10 lb.	Restricted
<i>H&K 33A2 (Germany)</i>										
5.56x45mm NATO	32	0	—	4d4	1	20	125	DP, RG; IN muzzle brake	9 lb.	Restricted
<i>H&K 33A3 (Germany)</i>										
5.56x45mm NATO	33	0	—	4d4	1	20	125	CS, DP, RG; IN muzzle brake	9 lb.	Restricted
<i>H&K G11 Caseless Rifle (Germany)*</i>										
4.7x33mm DM11 Caseless	31	0	+2*	2d8+1*	1–2	19–20	125	Burst only*, BP; Integral 1.5x telescopic sight	8 lb.	Restricted

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TABLE 5.7: ASSAULT RIFLES (CONTINUED)

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>H&K G3 (Germany)</i>										
7.62x51mm NATO	38	0	—	4d4+2	1	19–20	125	CS, DP, RG; IN adjustable bipod	18 lb.	Restricted
<i>H&K G36 (Germany)</i>										
5.56x45mm NATO	34	0	—	4d4	1	20	125	Modular, CS, DP, RG; IN 2x telescopic sight	7 lb.	Restricted
<i>H&K G36K (Germany)</i>										
5.56x45mm NATO	30	0	—	4d4	1	20	125	Modular, AK, DP, RG;	7 lb.	Restricted
<i>H&K G36 Compact (Germany)</i>										
5.56x45mm NATO	34	0	—	4d4	1	20	125	Modular, CS, DP, DT, RG	6 lb.	Restricted
<i>HOWA Rifle Type 89 (Japan)</i>										
5.56x45mm NATO	30	0	—	4d4	1–2	20	125	CS, DP; IN inertial recoil compensator	8 lb.	Restricted
<i>IMI Galil AR (Israel)</i>										
5.56x45mm NATO	26	0	—	4d4	1–2	20	125	CS; IN adjustable bipod	10 lb.	Restricted
7.62x51mm NATO	37	12	—	4d4+2	1–2	19–20	175	CS; IN adjustable bipod	10 lb.	Restricted
<i>IMI Galil ARM (Israel)</i>										
7.62x51mm NATO	36	13	—	4d4+2	1–2	19–20	175	No burst, CS IN adjustable bipod	9 lb.	Restricted
<i>IMI Galil MAR (Israel)</i>										
5.56x45mm NATO	28	0	—	4d4	1–2	20	125	CS, DT	6 lb.	Restricted
<i>IMI Galil SAR (Israel)</i>										
5.56x45mm NATO	23	0	—	4d4	1–2	20	125	Single shot only	8 lb.	Restricted
<i>IMI Galil SARM (Israel)</i>										
7.62x51mm NATO	33	13	—	4d4+2	1–2	19–20	175	Single shot only, CS	8 lb.	Restricted
<i>IMI TAVOR CTAR-21 (Israel)</i>										
5.56x45mm NATO	27	0	—	4d4	1–2	20	125	BP, DT	8 lb.	Restricted
<i>IMI TAVOR MTAR-21 (Israel)</i>										
5.56x45mm NATO	27	0	—	4d4	1–2	20	125	BP, DT	7 lb.	Restricted
<i>IMI TAVOR STAR-21 (Israel)</i>										
5.56x45mm NATO	28	0	—	4d4	1–2	20	125	BB, BP IN adjustable bipod	8 lb.	Restricted
<i>IMI TAVOR TAR-21 (Israel)</i>										
5.56x45mm NATO	26	0	—	4d4	1–2	20	125	BP	8 lb.	Restricted
<i>Kalashnikov AK-102 (Russia)</i>										
5.56x45mm NATO	22	0	–1	4d4	1–3	20	125	CS	7 lb.	Restricted
<i>Kalashnikov AK-104 (Russia)</i>										
7.62x39mm Soviet	27	10	–1	3d6	1–3	19–20	150	CS	7 lb.	Restricted
<i>Kalashnikov AK-105 (Russia)</i>										
5.45x39mm Soviet	31	15	—	3d6+1	1–3	20	175	CS	7 lb.	Restricted
<i>Kalashnikov AK-107 (Russia)</i>										
5.45x39.5mm Soviet	34	13	—	3d6+1	1–2	20	175	CS, DP	8 lb.	Restricted
<i>Kalashnikov AK-108 (Russia)</i>										
5.56x45mm NATO	29	0	—	4d4	1–2	20	125	CS, DP	8 lb.	Restricted
<i>Kalashnikov AK-47 (Russia)</i>										
7.62x39mm Soviet	35	0	—	3d6	1	19–20	150	DP, RG	9 lb.	Restricted
<i>Kalashnikov AK-74 (Russia)</i>										
5.45x39.5 Soviet	33	12	—	3d6+1	1	20	175	RG	9 lb.	Restricted
<i>Kalashnikov AKS-47 (Russia)</i>										
7.62x39mm Soviet	35	0	—	3d6	1	19–20	150	CS, DP	9 lb.	Restricted

TABLE 5.7: ASSAULT RIFLES (CONTINUED)

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Kalashnikov AN-94 (Russia)*</i>										
5.45x39.5mm Soviet	31	11	—	3d6+1	1-3	20	175	No single shot, CS; IN inertial recoil compensator	9 lb.	Restricted
<i>NORINCO QBZ-95 (People's Republic of China)</i>										
5.8x42mm Chinese	34	13	—	3d6+1	1-2	19-20	175	BP	8 lb.	Restricted
<i>NORINCO QBZ-97 (People's Republic of China)</i>										
5.56x45mm NATO	26	0	—	4d4	1-2	20	125	BP	8 lb.	Restricted
<i>Royal Small Arms Factories L85A1 (UK)</i>										
5.56x45mm NATO	27	0	—	4d4	1-3	20	125	BP; IN 4x telescopic sight	11 lb.	Restricted
<i>Royal Small Arms Factories SA80 (UK)</i>										
5.56x45mm NATO	26	0	—	4d4	1-2	20	125	BP	8 lb.	Restricted
<i>SIGArms SG 551 SP (Switzerland)</i>										
5.56x45mm NATO	32	0	—	4d4	1-2	20	125	Modular, BB, CS, FL; IN adjustable bipod	8 lb.	Restricted
<i>ST Kinetics SAR-21 (Singapore)</i>										
5.56x45mm NATO	26	0	—	4d4	1-2	20	125	BP	8 lb.	Restricted
<i>Steyr ACR (Austria)</i>										
5.56mm Flechette	19	0	—	3d4	1-2	20	100	No burst, BP	7 lb.	Restricted
<i>Steyr AUG (Austria)*</i>										
5.56x45mm NATO	28	0	—	4d4	1-2	20	125	Modular, BP; IN 2x telescopic sight	8 lb.	Restricted
<i>Steyr AUG Carbine (Austria)*</i>										
5.56x45mm NATO	27	0	—	4d4	1-2	20	100	Modular, BP; IN 2x telescopic sight	8 lb.	Restricted
<i>Tzniitochmash AS Silent Assault Rifle (Russia)</i>										
9x39mm SP-6	21	0	—	1d12+1	1-3	20	100	CS; IN std. suppressor	6 lb.	Restricted

TABLE 5.8: BOLT ACTION RIFLES

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>De Lisle Silent Carbine (UK)</i>										
.45 ACP (subsonic)	21	0	—	1d12	1-2	19-20	75	WL; IN std. suppressor	8 lb.	Restricted
<i>Remington 597 LR (USA)</i>										
.22LR	11	0	—	1d4+2	1	20	50	—	6 lb.	\$250
<i>Royal Small Arms Factories Cadet Rifle L86A1 (UK)</i>										
5.56x45mm NATO	24	0	—	4d4	1	20	125	—	9 lb.	\$400
<i>Savage Arms Co. 116SE (USA)</i>										
.300 Win Mag	39	16	—	3d6+2	1	19-20	225	PB	9 lb.	\$925
.338 Win Mag	39	17	—	5d4	1	19-20	225	PB	9 lb.	\$925
.375 H&H	39	19	—	5d4	1	19-20	225	PB	9 lb.	\$925
.458 Win Mag	39	21	—	5d4	1	19-20	250	PB	9 lb.	\$925
<i>SIGArms Mauser M98 Magnum (Switzerland)</i>										
.416 Rigby	38	23	—	2d10+2	1	19-20	250	DP, RG	9 lb.	\$9,500
.458 Lott	39	25	—	2d12	1	19-20	275	DP, RG	9 lb.	\$9,500
<i>Springfield Armory M6 Scout (USA)</i>										
.22LR	22	0	—	1d4+2	1	20	50	CS	3 lb.	\$220
.410 gauge shot	22	0	—	3d4+1	1	20	10	CS	3 lb.	\$220
.410 gauge slug	22	0	—	2d6+2	1	20	10	CS	3 lb.	\$220
<i>US Rifle, Caliber .30, Model 1903 (USA)</i>										
.30 M1903	30	0	+1	2d8	1	20	125	DP, RG	8 lb.	\$250

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TABLE 5.9: SNIPER RIFLES

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Accuracy International L96 (UK)</i>										
5.56x45mm NATO	28	0	—	4d4	1	19–20	125	BB, CT, RG	14 lb.	Restricted
7.62x51mm NATO	37	0	—	4d4+2	1	18–20	175	BB, CT, RG	14 lb.	Restricted
<i>Accuracy International AW/L96A1 (UK)</i>										
5.56x45mm NATO	31	0	—	4d4	1	19–20	125	BB, CT, RG	14 lb.	Restricted
7.62x51mm NATO	37	0	—	4d4+2	1	18–20	175	BB, CT, RG	14 lb.	Restricted
<i>Accuracy International L96AW50 (UK)</i>										
.50 BMG	58	16	—	2d12+2	1–2	17–20	375	AP, BB, CT, RG, TD	33 lb.	Restricted
<i>Accuracy International L96AWF (UK)</i>										
7.62x51mm NATO	38	0	—	4d4+2	1	18–20	175	BB, CS, CT, RG	26 lb.	Restricted
<i>Accuracy International L96AWM (UK)</i>										
.338 Lapua Magnum	41	16	—	5d4	1	18–20	250	BB, CT, RG	13 lb.	Restricted
<i>Accuracy International L96AWP (UK)</i>										
2.43 Win (subsonic)	15	0	—	1d8	1–2	19–20	50	BB, CT, PB, RG; IN std. suppressor	14 lb.	Restricted
7.62x51mm NATO (subsonic)	18	0	—	1d8+1	1–2	19–20	75	BB, CT, PB, RG; IN std. suppressor	14 lb.	Restricted
<i>Accuracy International L96AWS (UK)</i>										
7.62x51mm NATO (subsonic)	17	0	—	1d8+1	1–2	19–20	75	BB, CT, RG; IN std. suppressor	14 lb.	Restricted
<i>AMP DSR-1 (Germany)</i>										
7.62x51mm NATO	36	0	—	4d4+2	1	18–20	175	BP, CU, FB; IN adjustable bipod	14 lb.	Restricted
.300 Win Mag	39	12	—	3d6+2	1	18–20	225	BP, CU, FB; IN adjustable bipod	14 lb.	Restricted
.338 Lapua Mag	40	15	—	5d4	1	18–20	250	BP, CU, FB; IN adjustable bipod	14 lb.	Restricted
<i>Armalite AR-50 (USA)</i>										
.50 BMG	58	13	—	2d12+2	1–2	17–20	375	AP, MP, TD; IN muzzle brake	34 lb.	Restricted
<i>Barrett M82A1 'Light Fifty' (USA)</i>										
.50 BMG	56	17	—	2d12+2	1–2	17–20	375	AP, TD; IN inertial recoil compensator	28 lb.	Restricted
<i>Barrett M99 (USA)</i>										
.50 BMG	56	20	—	2d12+2	1–2	17–20	375	AP, MP, TD	25 lb.	Restricted
<i>CZ M76 (Yugoslavia)</i>										
7.62x51mm NATO	35	12	—	4d4+2	1	18–20	175	— IN 4x telescopic sight	9 lb.	Restricted
7.92x57mm Mauser	35	12	—	4d4+2	1	18–20	175	— IN 4x telescopic sight	9 lb.	Restricted
7.62x54 Soviet	36	13	—	2d10+1	1	18–20	200	— IN 4x telescopic sight	9 lb.	Restricted
<i>Dragunov SVD (Russia)</i>										
7.62x54mm Soviet	39	13	+1	2d10+1	1–2	18–20	200	— IN 4x telescopic sight	10 lb.	Restricted
<i>Dragunov SVU (Russia)</i>										
7.62x54mm Soviet (subsonic)	22	17	+1	1d8+2	1–2	19–20	75	BP; IN 4x telescopic sight, adjustable bipod, std. suppressor	10 lb.	Restricted
<i>Dragunov SVU-A (Russia)</i>										
7.62x54 Soviet (subsonic)	25	17	+1	1d8+2	1–3	19–20	75	BP, BF, ST;* IN 4x telescopic sight, adjustable bipod, std. suppressor	10 lb.	Restricted

TABLE 5.9: SNIPER RIFLES (CONTINUED)

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>FN Model 30-11 (Belgium)</i>										
7.62x51mm NATO	36	11	—	4d4+2	1	18-20	175	DP, RG	11 lb.	Restricted
<i>FN Nemesis (USA)</i>										
.50 BMG	60	16	—	2d12+2	1-2	17-20	375	Modular, AP, TD; IN adjustable bipod, muzzle brake	28 lb.	Restricted
<i>Fusil FR-F2 (France)</i>										
7.62x51mm NATO	34	10	—	4d4+2	1	18-20	175	— IN adjustable bipod	11 lb.	Restricted
<i>Gepard M1 (Hungary)</i>										
12.7x107mm Soviet	58	11	—	3d8+1	1-2	17-20	375	AD, TD; IN 12x telescopic sight, adjustable bipod, inertial recoil compensator	42 lb.	Restricted
<i>Gepard M2 (Hungary)</i>										
12.7x107mm Soviet	55	17	—	3d8+1	1-2	17-20	375	AD, TD; IN inertial recoil compensator	26 lb.	Restricted
<i>Gepard M2A1 (Hungary)</i>										
12.7x107mm Soviet	56	20	—	3d8+1	1-2	17-20	375	AD, DT, TD; IN inertial recoil compensator	22 lb.	Restricted
<i>Gepard M3 (Hungary)</i>										
14.5x114mm Soviet	69	25	—	3d10+1	1-2	17-20	525	AD, TD; IN inertial recoil compensator, muzzle brake	26 lb.	Restricted
<i>Heckler & Koch MSG-90 Sniping Rifle (Germany)</i>										
7.62x51mm NATO	41	0	—	4d4+2	1	18-20	175	AA, BB, CT, IN 10x telescopic sight	14 lb.	Restricted
<i>H&K PSG-1 (Germany)</i>										
7.62x51mm NATO	40	0	—	4d4+2	1	18-20	175	DP, RG, WL; IN adjustable tripod	18 lb.	Restricted
<i>IMI GALATZ (Israel)</i>										
5.56x45mm (subsonic)	18	0	—	1d6+1	1-2	19-20	25	AA, BB; IN 6x telescopic sight, adjustable bipod, std. suppressor	18 lb.	Restricted
<i>KBP V-94 (Russia)</i>										
12.7x107mm Soviet	54	12	—	3d8+1	1-2	18-20	375	AD, TD; IN adjustable bipod, muzzle brake	40 lb.	Restricted
<i>Mauser Model 86 Sniping Rifle (Germany)</i>										
7.62x51mm NATO	36	11	—	4d4+2	1	18-20	175	BB; IN 6x telescopic sight	11 lb.	Restricted
<i>Mechem NTW-20 (South Africa)*</i>										
20x82mm MG151	56	15	—	5d6	1-2	17-20	500	AD, TD; IN adjustable bipod	57 lb.	Restricted
<i>Parker-Hale Model 82 (UK)</i>										
7.62x51mm NATO	40	11	—	4d4+2	1	18-20	175	BB, CT, CU, WL	11 lb.	Restricted
<i>Parker-Hale Model 85 (UK)</i>										
7.62x51mm NATO	46	0	+2	4d4+2	1	18-20	175	WL; IN adjustable bipod, std. suppressor	30 lb.	Restricted
<i>PGM Hecate II (France)</i>										
.50 BMG	53	17	—	2d12+2	1-2	18-20	375	AP, CU, MP, TD	30 lb.	Restricted
<i>Remington Model 700 (USA)</i>										
5.56x45mm NATO	25	0	—	4d4	1	19-20	125	— IN 3.9x telescopic sight	13 lb.	Restricted
7.62x51mm NATO	34	0	—	4d4+2	1	18-20	175	— IN 3.9x telescopic sight	13 lb.	Restricted

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TABLE 5.9: SNIPER RIFLES (CONTINUED)

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>RH-ALAN RH-20 (Croatia)</i>										
20x110mm HS404	74	25	—	4d8	1–2	17–20	625	AD, BP, TD; IN inertial recoil compensator, muzzle brake	42 lb.	Restricted
<i>Sako TRG-22 Sniper's Rifle (Finland)</i>										
7.62x51mm NATO	41	10	+2	4d4+2	1	18–20	175	—	11 lb.	Restricted
<i>Sako TRG-42 Sniper's Rifle (Finland)</i>										
.300 Win Mag	44	14	+2	3d6+2	1	18–20	225	—	11 lb.	Restricted
.338 Lapua Magnum	45	18	+2	5d4	1	18–20	250	—	11 lb.	Restricted
<i>Sig-Sauer SSG 3000 (Switzerland)</i>										
7.62x51mm NATO	40	0	+1	4d4+2	1	18–20	175	CU; IN 6x telescopic sight	12 lb.	Restricted
<i>Sig Sauer SSG 550 Sniper (Switzerland)*</i>										
5.56x45mm NATO	27	0	—	4d4	1	19–20	125	BB, CS; IN adjustable bipod	16 lb.	Restricted
<i>Steyr IWS2000 (Austria)</i>										
15.2mm AMR (APFSDS)	72	23	+1*	7d4	1–2	17–20	575	AP, BP; IN inertial recoil compensator, muzzle brake	40 lb.	Restricted
<i>Steyr SSG-69 Sniping Rifle (Austria)*</i>										
7.62x51mm NATO	41	13	+2*	4d4+2	1	18–20	175	—	9 lb.	Restricted
<i>Technika Magnum 96 Destroyer (Hungary)</i>										
14.5x114mm Soviet	72	14	—	3d10+1	1–2	17–20	525	AD, BP, TD; IN 12x telescopic sight, adjustable bipod, muzzle brake	57 lb.	Restricted
<i>Tzniitochmash VSS Silent Sniping Rifle (Russia)</i>										
9x39mm SP-5 (subsonic)	22	0	—	1d12+1	1	19–20	100	AP; IN std. suppressor	6 lb.	Restricted
<i>US Carbine M21 (USA)</i>										
7.62x51mm NATO	36	10	—	4d4+2	1	18–20	175	DT, FB; IN 2x telescopic sight	12 lb.	Restricted
<i>Walther WA 2000 (Germany)</i>										
7.62x51mm NATO	43	9	—	4d4+2	1	18–20	175	AA, BB, BP, CU IN 2.5x telescopic sight, adjustable bipod, muzzle brake	15 lb.	Restricted
.300 Win Mag	46	0	—	3d6+2	1	18–20	225	AA, BB, BP, CU; IN 2.5x telescopic sight, adjustable bipod, muzzle brake	15 lb.	Restricted

TABLE 5.10: BREAK ACTION SHOTGUNS

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Sporting Arms Manufacturing Snake Charmer (USA)</i>										
.410 gauge shot	20	0	—	3d4+1	1	20	5	DT, MP	4 lb.	\$160
.410 gauge slug	20	0	—	2d6+2	1	20	5	DT, MP	4 lb.	\$160
<i>Stoeger/IGA Uplander (Brazil)</i>										
.410 gauge shot	15	0	–1	3d4+1	1	20	10	—	8 lb.	\$450
.410 gauge slug	15	0	–1	2d6+2	1	20	10	—	8 lb.	\$450
20 gauge shot	21	0	–1	4d4+1	1	20	15	—	8 lb.	\$450
20 gauge slug	21	0	–1	4d4+2	1	19–20	20	—	8 lb.	\$450
12 gauge shot	28	19	–1	5d4	1	20	30	—	8 lb.	\$450
12 gauge slug	28	22	–1	2d12	1	19–20	30	—	8 lb.	\$450

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TABLE 5.10: BREAK ACTION SHOTGUNS (CONTINUED)

Weapon Name	Budget		Accuracy	Damage	Error	Threat	Range	Qualities	Weight	Actual Cost
	Points	Recoil					Increment	& Mods		
Winchester Supreme Field (USA)										
12 gauge shot	33	20	—	5d4	1	20	30	CU, DP	7 lb.	\$1,380
12 gauge slug	33	23	—	2d12	1	19–20	30	CU, DP	7 lb.	\$1,380
Winchester Supreme Sport (USA)										
12 gauge shot	33	19	—	5d4	1	20	30	CU, DP	8 lb.	\$1,380
12 gauge slug	33	22	—	2d12	1	19–20	30	CU, DP	8 lb.	\$1,380

TABLE 5.11: COMBAT SHOTGUNS

Weapon Name	Budget		Recoil	Accuracy	Damage	Error	Threat	Range	Qualities	Weight	Actual Cost
	Points							Increment	& Mods		
Armsel Striker 12 (South Africa)*											
12 gauge shot	31	16	—	5d4	1–3	20	30		BF, ST	9 lb.	Restricted
12 gauge slug	31	18	—	2d12	1–3	19–20	30		BF, ST	9 lb.	Restricted
Benelli M1 Super 90 (Italy)*											
20 gauge shot	28	0	—	4d4+1	1–3	20	15		BF, ST; IN shotgun choke	7 lb.	\$970
20 gauge slug	28	10	—	4d4+2	1–3	19–20	20		BF, ST; IN shotgun choke	7 lb.	\$970
12 gauge shot	32	22	—	5d4	1–3	20	30		BF, ST; IN shotgun choke	7 lb.	\$970
12 gauge slug	32	25	—	2d12	1–3	19–20	30		BF, ST; IN shotgun choke	7 lb.	\$970
Benelli M3 S90 (UK)*											
20 gauge shot	28	0	—	4d4+1	1–3	20	15		BF, CS; IN shotgun choke	9 lb.	\$1,060
20 gauge slug	28	0	—	4d4+2	1–3	19–20	20		BF, CS; IN shotgun choke	9 lb.	\$1,060
12 gauge shot	31	17	—	5d4	1–3	20	30		BF, CS; IN shotgun choke	9 lb.	\$1,060
12 gauge slug	31	19	—	2d12	1–3	19–20	30		BF, CS; IN shotgun choke	9 lb.	\$1,060
Benelli M3T S90 (Italy)*											
20 gauge shot	28	0	—	4d4+1	1–3	20	15		BF; IN shotgun choke	9 lb.	\$1,120
20 gauge slug	28	0	—	4d4+2	1–3	19–20	20		BF; IN shotgun choke	9 lb.	\$1,120
12 gauge shot	30	17	—	5d4	1–3	20	30		BF; IN shotgun choke	9 lb.	\$1,120
12 gauge slug	30	19	—	2d12	1–3	19–20	30		BF; IN shotgun choke	9 lb.	\$1,120
Benelli M4 Super (Italy)*											
12 gauge shot	31	17	—	5d4	1–2	20	30		BF, CS	8 lb.	Restricted
12 gauge slug	31	20	—	2d12	1–2	19–20	30		BF, CS	8 lb.	Restricted
Beretta Model 1201FP (Italy)											
12 gauge shot	29	17	—	5d4	1–3	20	30		CS	8 lb.	\$860
12 gauge slug	29	20	—	2d12	1–3	19–20	30		CS	8 lb.	\$860
Daewoo USAS-12 (South Korea)											
12 gauge shot	28	12	—	5d4	1–3	20	30		—	12 lb.	Restricted
12 gauge slug	28	14	—	2d12	1–3	19–20	30		—	12 lb.	Restricted
Franchi SPAS-15 (Italy)											
12 gauge shot	33	16	—	5d4	1–2	20	30		CS, DP, RG	9 lb.	Restricted
12 gauge slug	33	19	—	2d12	1–2	19–20	30		CS, DP, RG	9 lb.	Restricted

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TABLE 5.11: COMBAT SHOTGUNS (CONTINUED)

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>H&K/Olin CAWS (Germany)*</i>										
12 gauge flechette	33	15	—	5d4	1-3	19-20	30	AP, BF, BP	10 lb.	Restricted
<i>Ithaca MAG-10 Roadblocker (USA)</i>										
10 gauge shot	33	23	—	5d4+2	1-3	19-20	35	—	11 lb.	Restricted
10 gauge slug	33	25	—	3d8+1	1-3	19-20	40	AP*	11 lb.	Restricted
<i>Kalashnikov Saiga 12K (Russia)</i>										
.410 gauge shot	16	0	—	3d4+1	1-4	20	10	CS	8 lb.	Restricted
.410 gauge slug	16	0	—	2d6+2	1-4	20	10	CS	8 lb.	Restricted
12 gauge shot	28	19	—	5d4	1-4	20	30	CS	8 lb.	Restricted
12 gauge slug	28	22	—	2d12	1-4	19-20	30	CS	8 lb.	Restricted
20 gauge shot	25	0	—	4d4+1	1-4	20	15	CS	8 lb.	Restricted
20 gauge slug	25	0	—	4d4+2	1-4	19-20	20	CS	8 lb.	Restricted
<i>Mark Three Pancor Jackhammer (USA)*</i>										
12 gauge shot	32	14	—	5d4	1-3	20	30	BF, ST; IN std. suppressor	10 lb.	Restricted
12 gauge slug	32	17	—	2d12	1-3	19-20	30	BF, ST; IN std. suppressor	10 lb.	Restricted
<i>Neostead Pump Action (South Africa)*</i>										
12 gauge shot	29	16	—	5d4	1-3	20	30	—	9 lb.	Restricted
12 gauge slug	29	18	—	2d12	1-3	19-20	30	—	9 lb.	Restricted

TABLE 5.12: PUMP ACTION SHOTGUNS

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Gurza KS-23 (Russia)*</i>										
23mm shot	44	25	—	6d4+1	1-2	18-20	35	AD, AK, SG	9 lb.	Restricted
23mm slug	44	25	—	5d6	1-2	18-20	40	AD, AK, SG	9 lb.	Restricted
<i>Ithaca English Stock Model 37 (USA)</i>										
16 gauge shot	35	0	+1	4d4+2	1	20	20	DP, RG; IN shotgun choke	7 lb.	\$2,300
16 gauge slug	35	12	+1	2d10+1	1	19-20	20	DP, RG; IN shotgun choke	7 lb.	\$2,300
20 gauge shot	35	0	+1	4d4+1	1	20	15	DP, RG; IN shotgun choke	7 lb.	\$2,300
20 gauge slug	35	0	+1	4d4+2	1	19-20	20	DP, RG; IN shotgun choke	7 lb.	\$2,300
12 gauge shot	39	20	+1	5d4	1	20	30	DP, RG; IN shotgun choke	7 lb.	\$2,300
12 gauge slug	39	24	+1	2d12	1	19-20	30	DP, RG; IN shotgun choke	7 lb.	\$2,300
<i>Mossberg Model 500 "Cruiser" (USA)</i>										
.410 gauge shot	18	0	—	3d4+1	1-2	20	10	DT	6 lb.	\$440
.410 gauge slug	18	0	—	2d6+2	1-2	20	10	DT	6 lb.	\$440
20 gauge shot	27	0	—	4d4+1	1-2	20	15	DT	6 lb.	\$440
20 gauge slug	27	12	—	4d4+2	1-2	19-20	10	DT	6 lb.	\$440
12 gauge shot	31	25	—	5d4	1-2	20	30	DT	6 lb.	\$440
12 gauge slug	31	25	—	2d12	1-2	19-20	30	DT	6 lb.	\$440

All weapons listed in bold are reprinted from the *Spycraft Espionage Handbook*.

* See item description for special rules concerning this weapon.

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TABLE 5.12: PUMP ACTION SHOTGUNS (CONTINUED)

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Mossberg Model 500 (USA)</i>										
.410 gauge shot	19	0	—	3d4+1	1-2	20	10	DP	7 lb.	\$370
.410 gauge slug	19	0	—	2d6+2	1-2	20	10	DP	7 lb.	\$370
20 gauge shot	28	0	—	4d4+1	1-2	20	15	DP	7 lb.	\$370
20 gauge slug	28	10	—	4d4+2	1-2	19-20	20	DP	7 lb.	\$370
12 gauge shot	31	21	—	5d4	1-2	20	30	DP	7 lb.	\$370
12 gauge slug	31	25	—	2d12	1-2	19-20	30	DP	7 lb.	\$370
<i>Mossberg Model 500A "Police Special" (USA)</i>										
.410 gauge shot	19	0	—	3d4+1	1-2	20	10	DP	7 lb.	\$490
.410 gauge slug	19	0	—	2d6+2	1-2	20	10	DP	7 lb.	\$490
20 gauge shot	28	0	—	4d4+1	1-2	20	15	DP	7 lb.	\$490
20 gauge slug	28	10	—	4d4+2	1-2	19-20	20	DP	7 lb.	\$490
12 gauge shot	31	21	—	5d4	1-2	20	30	DP	7 lb.	\$490
12 gauge slug	31	25	—	2d12	1-2	19-20	30	DP	7 lb.	\$490
<i>Mossberg Model 590 (USA)</i>										
12 gauge shot	32	21	—	5d4	1-2	20	30	BB, DP	7 lb.	\$490
12 gauge slug	32	25	—	2d12	1-2	19-20	30	BB, DP	7 lb.	\$490
<i>Remington Model 870 Wingmaster (USA)</i>										
16 gauge shot	31	0	—	4d4+2	1-2	20	20	DP; IN shotgun choke	7 lb.	\$625
16 gauge slug	31	12	—	2d10+1	1-2	19-20	20	DP; IN shotgun choke	7 lb.	\$625
<i>Winchester 1300 (USA)</i>										
12 gauge shot	33	21	—	5d4	1-2	20	30	— IN detachable bayonet	7 lb.	Restricted
12 gauge slug	33	25	—	2d12	1-2	19-20	30	— IN detachable bayonet	7 lb.	Restricted
<i>Winchester 1300 Coastal Marine (USA)</i>										
12 gauge shot	30	22	—	5d4	1-2	20	30	—	7 lb.	\$520
12 gauge slug	30	25	—	2d12	1-2	19-20	30	—	7 lb.	\$520
<i>Winchester 1300 Defender (USA)</i>										
12 gauge shot	30	22	—	5d4	1-2	20	30	—	7 lb.	\$325
12 gauge slug	30	25	—	2d12	1-2	19-20	30	—	7 lb.	\$325

TABLE 5.13: SUBMACHINEGUNS

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Colt Commando (USA)</i>										
5.56x45mm NATO	20	0	-1	4d4	1-2	20	45	CS	7 lb.	Restricted
<i>Colt Model 635 (USA)</i>										
9mm P	24	0	-1	1d10+1	1-2	20	30	CS	6 lb.	Restricted
<i>CZ Scorpion (Czechoslovakia)</i>										
9mm Makarov	10	0	-1	2d4	1-2	20	25	CS, SS	3 lb.	Restricted
.380 ACP	9	0	-1	1d8	1-2	20	20	CS, SS	3 lb.	Restricted
.32 ACP	9	0	-1	1d6+1	1-2	20	20	CS, SS	3 lb.	Restricted
<i>Daewoo K1A (South Korea)</i>										
5.56x45mm NATO	22	0	-1	4d4	1-2	20	45	CS, SS; IN muzzle brake, std. suppressor	6 lb.	Restricted
<i>FAMAE Mini-S.A.F. (Chile)</i>										
9mm P	25	0	-1	1d10+1	1-2	20	30	CS, DT	5 lb.	Restricted
<i>FAMAE S.A.F. Standard (Chile)</i>										
9mm P	24	0	-1	1d10+1	1-2	20	30	CS	6 lb.	Restricted

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TABLE 5.13: SUBMACHINEGUNS (CONTINUED)

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>FN P90 Personal Defense Weapon (Belgium)</i>										
5.7x28mm	28	0	-1	1d10+1	1-2	19-20	30	AP, BP, RG; IN 1x day/night sight	6 lb.	Restricted
<i>German State Arsenal MP-40 (Germany)</i>										
9mm P	21	0	-1	1d10+1	1-3	20	30	CS	9 lb.	Restricted
<i>H&K 53A2 (Germany)</i>										
5.56x45mm (subsonic)	16	0	-1	1d6+1	1-2	20	20	DP, SS; IN muzzle brake, std. suppressor	9 lb.	Restricted
<i>H&K 53A3 (Germany)</i>										
5.56x45mm (subsonic)	17	0	-1	1d6+1	1-2	20	20	CS, DP, SS; IN muzzle brake, std. suppressor	9 lb.	Restricted
<i>H&K MP5A2 (Germany)</i>										
9mm P	26	0	-1	1d10+1	1-2	20	30	DP, SS; IN muzzle brake, std. suppressor	6 lb.	Restricted
<i>H&K MP5A3 (Germany)</i>										
9mm P	27	0	-1	1d10+1	1-2	20	30	DP, CS, SS; IN muzzle brake, std. suppressor	5 lb.	Restricted
<i>H&K MP5K (Germany)</i>										
9mm P	21	0	-3	1d10+1	1-2	20	30	DP, DT, SS; IN muzzle brake, std. suppressor	4 lb.	Restricted
<i>H&K MP5K-PDW (Germany)</i>										
9mm P	27	0	-1	1d10+1	1-2	20	30	CS, DP, SS; IN muzzle brake, std. suppressor	6 lb.	Restricted
<i>H&K MP5-N (Germany)</i>										
9mm P	28	0	-1	1d10+1	1-2	20	30	CS, DP, RG, SS; IN muzzle brake, std. suppressor	6 lb.	Restricted
<i>H&K MP5SD (Germany)</i>										
9mm P*	15	0	-1	1d8	1-2	20	25	CS, DP, SS; IN muzzle brake, std. suppressor	7 lb.	Restricted
<i>H&K MP5SF (Germany)</i>										
9mm P	16	0	-1	1d10+1	1-2	20	30	BF, CS, DP; IN muzzle brake, std. suppressor	5 lb.	Restricted
<i>H&K UMP-40A2 (Germany)</i>										
.40 S&W	21	0	-1	1d8+2	1-2	20	30	CS, DP, SS, TD; IN muzzle brake, std. suppressor	5 lb.	Restricted
<i>H&K UMP-45A2 (Germany)</i>										
.45 ACP	24	13	-1	1d12	1-2	19-20	30	CS, DP, SS, TD; IN muzzle brake, std. suppressor	5 lb.	Restricted
<i>IMI Micro-Uzi (Israel)</i>										
9mm P	8	0	-3	1d10+1	1-2	20	30	CS, DT	4 lb.	Restricted
<i>IMI Mini-Uzi (Israel)</i>										
9mm P	8	0	-3	1d10+1	1-2	20	30	CS, DT	6 lb.	Restricted
<i>IMI Uzi (Israel)</i>										
9mm P	10	0	-2	1d10+1	1-2	20	30	CS	8 lb.	Restricted
<i>Indep Lusa A2 (Portugal)</i>										
9mm P	15	0	-1	1d10+1	1-2	20	30	CS, MP, RG	6 lb.	Restricted
<i>Ingram MAC-10 (USA)</i>										
9mm P	10	0	-2	1d10+1	1-2	20	30	—	6 lb.	Restricted
.45 ACP	15	13	-2	1d12	1-2	19-20	30	TD	6 lb.	Restricted
<i>Ingram MAC-11 (USA)</i>										
.380 ACP	5	0	-2	1d8	1-2	20	20	—	4 lb.	Restricted
<i>Milikor BXP (South Africa)</i>										
9mm P (subsonic)	10	0	-1	1d8	1-2	20	25	PB IN std. suppressor	6 lb.	Restricted

FIREARMS

TABLE 5.13: SUBMACHINEGUNS (CONTINUED)

Weapon Name	Budget Points	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Oy Golden Gun Ltd. GG-95 PDW (Finland)</i>										
9mm P	12	0	-1	1d10+1	1-3	20	30	DT	4 lb.	Restricted
<i>Pistola Ametralladora Star Model Z84 (Spain)</i>										
9mm P	13	0	-1	1d10+1	1-2	20	30	CS, LH	7 lb.	Restricted
<i>Ruger MP-9 (USA)</i>										
9mm P	13	0	-1	1d10+1	1-2	20	30	CS	7 lb.	Restricted
<i>Sima-Cefar MGP-84 (Peru)</i>										
9mm P	14	0	-1	1d10+1	1-2	20	30	CS, DT	5 lb.	Restricted
<i>Sima-Cefar MGP-87 (Peru)</i>										
9mm P	13	0	-1	1d10+1	1-2	20	30	CS	6 lb.	Restricted
<i>SITES SpA Spectre M-4 (Italy)</i>										
9mm P	16	0	0	1d10+1	1-2	20	30	CS	6 lb.	Restricted
<i>Sterling L2A3 (UK)</i>										
9mm P	16	0	-1	1d10+1	1-2	20	30	CS, DP, RG	6 lb.	Restricted
<i>Steyr AUG 9mm Para (Austria)</i>										
9mm P	15	0	-1	1d10+1	1-2	20	30	Modular, BP IN 2x telescopic sight	8 lb.	Restricted
<i>Steyr TMP (Austria)</i>										
9mm P	9	10	-3	1d10+1	1-2	20	30	CP, DT	3 lb.	Restricted
<i>Thompson M1/M1A1 (USA)</i>										
.45 ACP	20	10	-1	1d12	1	19-20	30	RG, TD	10 lb.	Restricted
<i>Thompson M1928 (USA)*</i>										
.45 ACP	20	0	-1	1d12	1	19-20	30	RG, TD	11 lb.	Restricted
<i>Thompson M3 (USA)</i>										
9mm P	15	0	-1	1d10+1	1-3	20	30	RG, TD	8 lb.	Restricted
.45 ACP	18	11	-1	1d12	1-3	19-20	30	RG, TD	8 lb.	Restricted
<i>Thompson M3A1 (USA)</i>										
.45 ACP	18	11	-1	1d12	1-3	19-20	30	RG, TD	8 lb.	Restricted

TABLE 5.14: FIREARMS AMMUNITION

Ammunition Type	Budget Points	Actual Cost	Effect
<i>Bullets</i>			
Armor Piercing (AP)	3 per 20 shots	\$40 per 50 shots	Reduce damage reduction by 2 (minimum 0).
Armor Piercing Discarding Sabot (APDS)	3 per 20 shots	\$50 per 50 shots	Armor-defeating, -2 accuracy, maximum range of 5 increments.
Armor Piercing Fin Stabilized Discarding Sabot (APFSDS)	5 per 20 shots	\$75 per 50 shots	Armor-defeating, -1 accuracy.
Blank	1 per 30 shots	\$10 per 50 shots	No damage at range, half damage as coup de grace.
Blitz-Action-Trauma (BAT)	2 per 20 shots	\$20 per 50 shots	Range increment -10 ft. (max. range of 5 increments), -1 damage, GC must spend 2 additional action dice for a missed attack to hit an innocent bystander.
Boat Tail	3 per 20 shots	\$30 per 50 shots	Range increment +25 ft., -1 damage.
Compacted Powder	1 per 20 shots	\$25 per 50 shots	-1 accuracy, GC must spend 1 additional action die for a missed attack to hit an innocent bystander.
Dum-dum	3 per 20 shots	\$50 per 50 shots	Error range +2, +1d6 damage.
Full Metal Jacketed/Military Ball	1 per 20 shots	\$15 per 50 shots	No modifiers.
Hollow Point	2 per 20 shots	\$25 per 50 shots	Error range +1, +3 damage (no damage to hard targets).
Hydrashock	2 per 20 shots	\$25 per 50 shots	+1d4 damage (no damage to hard targets).
Jacketed Hollow Point (JHP)	1 per 50 shots	\$20 per 50 shots	+1 damage per hit (not per die), double target's damage reduction.

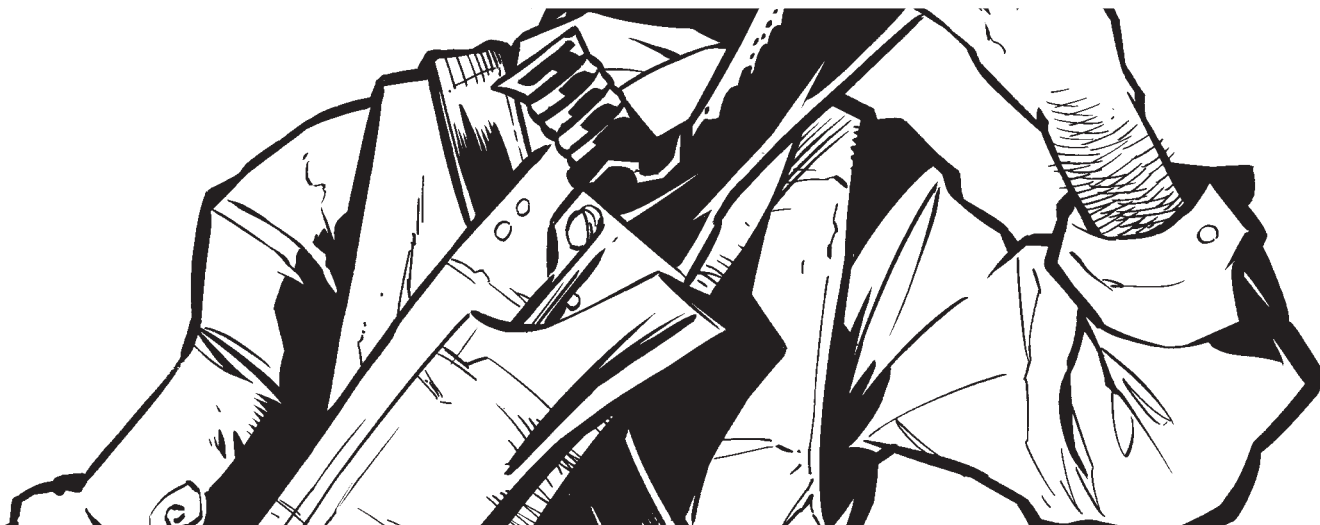
MODERN ARMS GUIDE

TABLE 5.14: FIREARMS AMMUNITION (CONTINUED)

Ammunition Type	Budget Points	Actual Cost	Effect
Nozzler	4 per 20 shots	\$30 per 50 shots	Error range +1, +3 damage (no damage to targets with damage reduction of 8 or more).
Safety Slugs (SS)	1 per 20 shots	\$15 per 50 shots	–2 to each damage die (minimum 1 each), double target's damage reduction.
Semi-Jacket Exposed Steel Core	2 per 20 shots	\$20 per 50 shots	Reduce damage reduction by 3 (half damage to soft targets)
Soft Point (SP)	4 per 20 shots	\$15 per 50 shots	+1 damage per hit to unarmored targets, completely ineffective (no damage) to armored targets and cover.
Talon*	3 per 20 shots	\$25 per 50 shots	Special (<i>see page 87</i>)
Teflon-tipped (TEF)	2 per 20 shots	\$40 per 20 shots	Reduce damage reduction by 1 (minimum 1).
Tracer (T)	2 per 20 shots	\$60 per 50 shots	Add +2 to your attack roll, may only be used with rifles and machineguns.
Wad Cutter (WC)	2 per 20 shots	\$30 per 50 shots	+2 accuracy, –2 damage (minimum 1).
<i>Shells</i>			
Armor Piercing Discarding Sabot (APDS)	3 per 20 shots	\$100 per 20 shots	Armor-defeating, –2 accuracy, maximum range of 5 increments.
Armor Piercing Fin Stabilized Discarding Sabot (APFSDS)	5 per 20 shots	\$100 per 10 shots	Armor-defeating, –1 accuracy.
Beanbag	1 per 20 shots	\$40 per 20 shots	Inflicts subdual damage.
Blank	1 per 30 shots	\$40 per 30 shots	No damage at range, half damage as coup de grace.
Flechette	2 per 20 shots	\$75 per 20 shots	Attacks two adjacent targets in adjacent squares. Roll for each. Reduce damage reduction by 1 (min. 1). Lose 1d4 damage for each range increment to target.
Gas	2 per 20 shots	\$75 per 20 shots	Special (<i>Spycraft Espionage Handbook, page 116</i>).
Grenade Launching	1 per 20 shots	\$40 per 20 shots	Per grenade (<i>see page 42</i>).
Non-lethal	1 per 20 shots	\$40 per 20 shots	Inflicts subdual damage, add the take down quality.
Rock Salt	1 per 30 shots	\$40 per 30 shots	Target must make Fort save (DC 20) or suffer a –2 penalty to all attack rolls and skill checks until a 5-minute First Aid roll is successfully applied (DC 12).
Shot	2 per 20 shots	\$75 per 20 shots	No modifiers.
Slug	1 per 20 shots	\$40 per 20 shots	No modifiers.

All weapons listed in bold are reprinted from the *Spycraft Espionage Handbook*.

* See item description for special rules concerning this weapon.



*"What I mean, sir, is if you was to put me with this here
sniper rifle anywhere up to and including one mile
from Adolf Hitler... with a clean line of sight...
well, pack your bags, boys. War's over."*

*- Private Daniel Jackson,
Saving Private Ryan*

ACCESSORIES

6

INTRODUCTION

While skill is the most important weapon accessory, many situations require a properly outfitted weapon. Firearms and many other weapons (like bows) can be fitted with a variety of special add-ons, which remarkably improve their efficiency under certain circumstances. This chapter covers a wide selection of such gear options.

Each accessory offers the agent one or more special abilities, which stack with all other statistics and game effects for the base weapon unless otherwise stated. Except when an accessory has the integral quality (see page 15), it must be requisitioned separately from the weapon it augments and its BP or actual cost must be paid in addition to that of the base weapon. Even when an accessory has the integral quality, its weight must be factored into the agent's total encumbrance.

MOUNTING LIMITS

Many accessories may be attached to a firearm. These accessories are identified in the accessory group, category, or item's description. Accessories may be mounted to a firearm in one of four locations:

- **Barrel:** Barrel-mounted accessories are attached directly to the firearm's barrel.
- **Grip:** Grip-mounted accessories are attached to the part of the firearm held by the agent.
- **Rail:** Rail-mounted accessories are attached to the firearm along the top of the barrel and/or action, usually on an integral mounting strip.
- **Underbarrel:** Underbarrel-mounted accessories are attached along the underside of the firearm's barrel.

Unless otherwise stated, only one accessory may be attached to each location on a firearm (barrel, grip, rail, or underbarrel). Some accessories may only be attached to certain locations — these are described in the text.

Also unless otherwise stated, all non-integral accessories are removable, a process which takes five rounds action to perform. Adding a second accessory in place of the first requires an additional five rounds.

Any accessory not described as mounted to a weapon in some way is considered to be peripheral. An agent may carry and use any number of peripheral accessories, just as he would any other standard-issue gear.

Groups: All accessories fall into one group (broken into several categories — see next column).

EXISTING ACCESSORY MOUNTING LIMITS

As with all other equipment in this book, accessories are not repeated from the *Spycraft Espionage Handbook*. Some of these items do attach to weapons, however, with the following restrictions:

Bayonet: This melee weapon may only be attached a firearm's barrel mount.

Bipod: This accessory may only be attached to a firearm's underbarrel mount.

Flash Suppressor: This accessory may only be attached to a firearm's barrel mount.

Laser Sight: This accessory may be attached to any of the four firearm mounts.

Silencer: This accessory may only be attached to a firearm's barrel mount.

Telescopic Sight: This accessory may only be attached to a firearm's rail mount.

Tripod: This accessory may only be attached to a firearm's underbarrel mount.

ACCESSORIES

The Accessories group includes items that may be attached to weapons, as well as ways to carry and reload them. Items used to maintain weapons — and gear used in conjunction with weapons out of combat — are found in the free website download: Other Gear (visit www.spycrafttrpg.com to obtain a copy).

Categories: Accessories are divided into nine categories, or sub-groups: bow accessories, bracing gear, cosmetic options, holsters and cases, optical weapon accessories, reloading aids, slings and ammunition carriers, flash and sound suppressors, and tactical accessories. *Each accessory's category is also listed on Table 6.1 starting on page 114.*

- **Bow Accessories:** This category includes all accessories designed to be mounted onto a bow or crossbow. Unless otherwise stated, only one such accessory may be mounted on a bow at any time.
- **Bracing Accessories:** Bipods, tripods, braces, and weapon mounts are included in this category. Unless otherwise stated, all bracing accessories may be attached to a weapon's underbarrel mount only.
- **Chokes and Suppressors:** These accessories have a split focus — controlling the spray of a shotgun's blast and preventing the shooter from being revealed by the light or report of his shots. Unless otherwise stated, all flash and sound suppressors may be attached to a weapon's barrel mount only.

- **Cosmetic Options:** Though primarily intended to satisfy the shooter's pride, several options included in this category have practical application. Certain finishes, for instance, can help to conceal a weapon, and illuminated sights can help a shooter find his weapon after he's been disarmed or waylaid in the dark. Mounting limits for these options are listed in their descriptions.
- **Holsters and Cases:** Tactical slings and holsters are covered in this category, as are common carrying options. There are no mounting limits for this category.
- **Optical Weapon Accessories:** This category includes all weapon peripherals used to enhance accuracy at any range, including night vision and red dot systems. Mounting limits for these options are listed in their descriptions.
- **Reloading Aids:** This category deals exclusively with ways to improve reload speed. There are no mounting limits for this category.
- **Slings and Ammunition Carriers:** This category deals with methods for carrying ammunition. There are no mounting limits for this category.
- **Tactical Accessories:** This category features accessories meant for use with tactical weapons. Mounting limits for these options are listed in their descriptions.

Abilities: Accessories do not typically call upon any of an agent's abilities.

Feats: In order to properly use an accessory, an agent must have the Weapon Group Proficiency for the weapon that the accessory is attached to.

ACCESSORY DESCRIPTIONS

Eight sections follow, one for each category of accessory.

BOW ACCESSORIES

Cosmetic Options: All cosmetic options described in this chapter may be taken for bows – at the same cost and with the same effects (tailored, of course, for the weapon). The illuminated barrel, for instance, would be an illuminated arrow rest. A bow may have any number of cosmetic options at once.

Dynamic Shock Absorber: This accessory is the cutting edge for bows today, deadening nearly all the vibration as the string snaps back into place. It reduces the bow's recoil by 2.

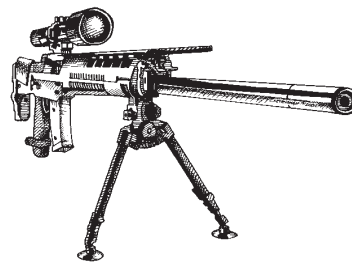
Optical Bow Sights: Most optical weapon sights described in this chapter may be taken for bows, though these options are rarely taken for any but the most modern composite models. Specifically, the red dot laser sight, night vision sights of 2nd or 3rd generation (only), telescopic sights up to x4 magnification, and tac-

tical flashlight are all valid options. All these accessories have the same costs and effects when attached to a bow, though a bow may only have one optical weapon sight at any time, and swapping between accessories requires 1d3 full actions.

Silencer: A bow silencer consists of a wool or foam cover for both ends of the string, preventing the string from slapping against the bow's frame and reducing vibration throughout the weapon. The bow silencer operates like a standard suppressor (see page 108). This accessory applies no modifiers to attempts to Hide the bow.

Speed Quiver: Through a combination of personalized placement and well-oiled spring-loaded arrow clamps, this back-slung arrow holder allows the agent to reload his bow as a free action instead of a half action. He must still contend with running out of arrows, however (the quiver holds 25).

Tactical Sling: Simply put, the tactical bow sling is a dummy line between the archer and his bow, which can be used to reel the bow in if the archer is disarmed (as a free action), or used to carry the weapon without holding it. In all respects, it shares cost and effects with the standard sling described on page 112.



ADJUSTABLE BIPOD

BRACING ACCESSORIES

Bipod, Adjustable: This standard design is made from heat-treated steel and features a folding mount (for easy concealment underneath the weapon's barrel or alongside its frame), plus collapsible legs for adjustable height. When attached to the underbarrel mount of a firearm, this accessory allows the agent to brace as a free action (so long as he is not moving during the same turn and the firearm is resting on the bipod). An adjustable further reduces the weapon's recoil by 1 when it supports the weapon and the agent is not moving. Unlike most *Spycraft* rules, these mechanics supersede those previously published for bipods in the *Spycraft Espionage Handbook* (page 131).

Bipod models are based on expected terrain:

- **Prone/Bench Rest:** Used when terrain is even and within 6-9 inches of the weapon barrel.

- **Leg Notch Adjustable Rest:** Used when terrain is uneven and within 9-13 inches of the weapon barrel.
- **Tall Rest:** Used for any terrain within 13-27 inches of the weapon barrel.

Removable Stock: This wooden, plastic, or aluminum stock allows a smaller firearm – a handgun or SMG – to be braced as a rifle. Bracing a handgun or SMG in this manner increases the weapon's range increment by 5 feet, in addition to the normal bracing benefits. The removable stock is an exception to the standard mounting limit for bracing gear – an agent may mount a removable stock in addition to any other item in this category.

Tripod, Fixed: This standard design is made from heat-treated steel and features a folding mount (for easy concealment underneath the weapon's barrel or alongside its frame). When attached to the underbarrel mount of a firearm, this accessory allows the agent to brace as a free action (so long as he is not moving during the same turn and the firearm is resting on the bipod). This

LISTEN CHECKS AND FIRE COMBAT

Listen Checks: Firearms generally use what's called 'supersonic' ammunition – that is, ammunition that breaks the sound barrier when it's fired. Anyone who fails a Listen check to locate the shooter of a weapon firing super-sonic ammunition can still tell that a gun has been fired, but cannot make out the shooter's location.

Some ammunition is 'subsonic' (and doesn't break the sound barrier when fired). Someone who fails a Listen check to locate the shooter of a weapon firing sub-sonic ammunition is completely unaware that a gun has been fired at all.

In both cases, a successful Listen check identifies the shooter's location by sound.

In *Spycraft*, all ammunition is considered super-sonic unless a character successfully uses the Craft (Gunsmithing) skill to create subsonic rounds (see page 6 for more about this skill application).

Spot Checks: The gases used to propel a bullet are usually expelled from the firearm's barrel when a shot is fired. This is called 'muzzle flash,' and grants all those within sighting range (usually 200 feet) a Spot check to notice the shooter's location. The DC of this check depends on the lighting conditions. During the day, it's most difficult to spot muzzle flash (DC 20), while at night, the chance of noticing the shooter's position rises dramatically (DC 10). For such rolls, the GC should use the standard rules and modifiers for the Spot and Search skills (*Spycraft Espionage Handbook*, pages 64 and 62, respectively).

accessory further reduces the weapon's recoil by 4 when it supports the weapon and the agent is not moving. Unlike most *Spycraft* rules, these mechanics supersede those previously published for tripods in the *Spycraft Espionage Handbook* (page 131).

CHOKES AND SUPPRESSORS

Muzzle Brake: This accessory attaches to a firearm's barrel mount and redirects the force of escaping gases, reducing kick during rapid fire. The recoil of a weapon with an attached muzzle brake is reduced by 2.

Suppressor: In the modern world, most barrel-mounted accessories known as 'suppressors' incorporate the benefits of both a silencer and a flash suppressor – that is, they muffle the noise of the escaping gases that propel a bullet, and also dissipate the flash seen when the weapon is fired at night or in dim light. This effectively combines these two weapon accessories first seen in the *Spycraft Espionage Handbook* (page 131).

A suppressor grants the weapon it is attached to the suppressed quality, and may be mounted on any pistol, rifle, shotgun, or SMG. Revolvers and shotguns cannot be suppressed.

However, a suppressor also makes the weapon it is attached to more difficult to conceal (those visually scanning for weapons gain a +2 circumstance bonus to their Spot checks; success indicates that they have noticed the suppressed weapon – and likely any other weapons the agent has on his person as well).

Beyond the standard suppressor model described above are the following new options:

- **Suppressor, Cover:** Similar to a bomb cover (see page 141), this accessory is literally a heavy blanket made of heavy metal 'fabric,' cushioning plastics, and rubber. When laid over the weapon, it operates like a standard suppressor. This has the benefit of a quick return to an easily concealable gun, at the expense of a very heavy accessory.
- **Suppressor, Makeshift:** In a pinch, a pillow or blanket can be used to suppress a weapon's exhaust. When an agent fires a weapon using a makeshift suppressor, those attempting to track his muzzle fire or the sound of his gunfire suffer only a –2 gear penalty to their Spot and Listen checks, and the weapon's range increment is reduced to half normal (rounded up), with a maximum range of 5 increments. On the upside, there's no extension making the weapon less concealable (others gain no bonus to spot the suppressed weapon on the agent's person), and the agent may take a full action to find the necessary components for this option nearly anywhere (again, with the GC's discretion).

ACCESSORIES

- **Suppressor, Permanent:** This accessory is less useful in the field and must be requisitioned with the weapon. In addition, if a permanent suppressor ever fouls, the entire weapon must be repaired before it may be used again. Permanent suppressors are, however, cheap (their cost is often built into that of the weapon).
- **Suppressor, Removable:** A removable suppressor screws into the specially prepared barrels of weapons requisitioned to accept suppressors (this adds no extra cost to the weapon). Attaching a removable suppressor requires a full action. This accessory otherwise operates as the standard suppressor (see above).
- **Suppressor, Short:** This shorter model is easy to conceal, but is less effective than its larger counterparts. When the agent uses a short suppressor, those attempting to track his muzzle fire suffer only a -2 penalty to their Spot and Listen checks (see the *suppressed quality*, page 17). Conversely, there is no bonus for others to spot the weapon on the agent's person (as opposed to +2 for the standard suppressor; see above).

Shotgun Choke: This accessory controls the width of pellet spray fired from a shotgun. When the choke is attached to a shotgun and engaged, the weapon's range increment is increased by 10 feet, but it can no longer strike adjacent targets. Chokes may be engaged or disengaged as a full round action. If a choke is engaged when a slug is fired the result is an automatic error (which the GC may spend dice to activate).

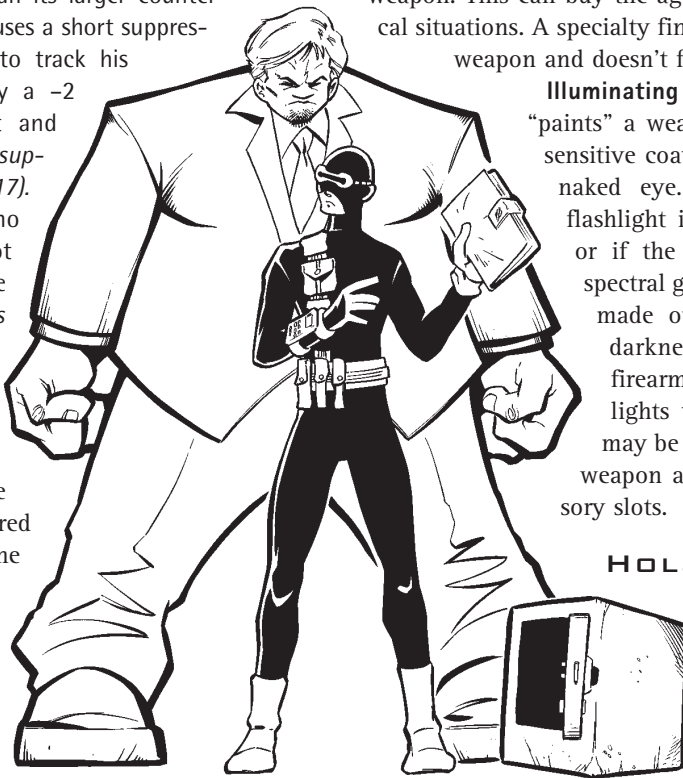
COSMETIC OPTIONS

Custom Grip: This option fits the weapon's grip precisely to the shooter's palm. Two types of custom grip are available — integral and a molded plastic "sheath" that slips over the weapon's existing grip. Both types require precise manufacturing to create, resulting in a minimum wait of 2 hours when the accessory is requisitioned (1 hour for fixers). This accessory may be applied to any weapon's grip. When applied to a firearm, it leaves the grip mount open for another accessory.

Engraving: Nearly any text, in any language, may be engraved into the finish of a weapon. This option is commonly taken to etch dead languages into difficult-to-see or hidden parts of a weapon in order to pass codes. Any weapon may be engraved in any location. Engraving doesn't fill any accessory slots.

Finish: Weapons may be finished in camouflage (arctic, desert, jungle, or urban), chrome, earth tones, gloss, neon-glow, pearl, wood, or nearly any other covering the agent desires. When this finish blends with the surrounding terrain, and particularly with the agent's clothing (as is the case with standard camouflage in the jungle), the finish inflicts a -4 gear penalty to opponent Spot and Search checks when they attempt to notice the weapon. This can buy the agent valuable time in critical situations. A specialty finish may be applied to any weapon and doesn't fill any accessory slots.

Illuminating Paint: This accessory "paints" a weapon with a special light-sensitive coating that's invisible to the naked eye. When a multi-spectral flashlight is pointed at the weapon, or if the agent is wearing multi-spectral goggles, the weapon can be made out plainly, even in total darkness. When applied to a firearm, this paint usually highlights the barrel. This accessory may be applied to any part of any weapon and doesn't fill any accessory slots.



HOLSTERS AND CASES

Standard Holster: Holsters of this type may hold one handgun of any type. One half action is required to draw the weapon (unless the agent has the Lightning Draw feat, in which case only one free action is required). The holster provides no bonus to Spot DCs to notice the weapon by sight or Search DCs to find the weapon during a quick body search. *Examples: Duty holster (standard for security, police, and military around the world).*

Book Case: A book 2 or more inches thick may be modified to hold one handgun of any type, which requires a full action to draw if the book is within easy reach (unless the agent has the Lightning Draw feat, in which case it takes a half action). The holster provides a

+5 bonus to Spot DCs to notice the weapon by sight, and ensures that the weapon can't be found with a quick body search (though a search of the book is another thing altogether). This option may also be taken for a dayplanner or any similar item, with GC approval.

Concealable Holster, Mark I: Holsters of this type may hold one backup or pocket pistol, or one service revolver, which requires a full action to draw (unless the agent has the Lightning Draw feat, in which case it takes a half action). The holster provides a +3 bonus to Spot DCs to notice the weapon by sight, and a +1 bonus to Search DCs to find the weapon during a quick body search. *Examples: Bellyband holster.*

Concealable Holster, Mark II: Holsters of this type may hold one backup or pocket pistol, or one service revolver, which requires a full action to draw (unless the agent has the Lightning Draw feat, in which case it takes a half action). The holster provides a +4 bonus to Spot DCs to notice the weapon by sight, and a +2 bonus to Search DCs to find the weapon during a quick body search. *Examples: Ankle holster, fanny pack/belt pouch, garter holster, inside-the-pocket holster.*

Discreet Holster: Discreet holsters may hold one handgun of any type, which requires one half action to draw (unless the agent has the Lightning Draw feat, in which case it takes a free action). The holster provides a +2 bonus to Spot DCs to notice the weapon by sight, and no bonus to Search DCs to find the weapon during a quick body search. *Examples: Belt slide holster, hip holster, paddle holster (easily removed belt holster).*

Pistol Purse: This modified woman's purse provides excellent concealment for one handgun of any type, which requires a full action to draw if the purse is within easy reach (unless the agent has the Lightning Draw feat, in which case it takes a half action). The purse provides a +5 bonus to Spot DCs to notice the weapon by sight, and ensures that the weapon can't be found with a quick body search (though a search of the purse is another question).

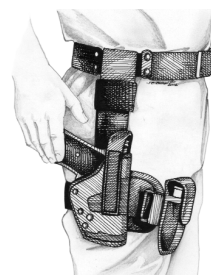
Shoulder Holster: Holsters of this type may hold one handgun of any type, which requires a half action to draw (unless the agent has the Lightning Draw feat, in which case it takes a free action). The holster provides a +3 bonus to Spot DCs to notice the weapon by sight, and no bonus to Search DCs to find the weapon during a quick body search.

Stealth Holster: Holsters of this type may hold one backup or pocket pistol, or one revolver, which requires a full action to draw (unless the agent has the Lightning Draw feat, in which case it takes a half action). The holster provides a +6 bonus to Spot DCs to notice the

weapon by sight, and a +3 bonus to Search DCs to find the weapon during a quick body search. *Examples: Crotch holster.*

Tactical Briefcase: This modified nylon or leather briefcase may carry 1–4 handguns, 1 dismantled rifle or combat shotgun, as well as up to 5 magazines of ammunition (singly or in clips), with GC approval. While stored, the weapon is safe from weather and all but the most severe shock and mishandling. Reassembling the weapon and preparing it for use requires 1 minute, plus loading time and one half action to ready and unsafe the weapon.

This case provides excellent concealment with a Spot DC modifier of +10 to Spot DCs to notice the weapon by sight, and ensures that the weapon can't be found with a quick body search (though a search of the briefcase is another thing altogether).



TACTICAL HOLSTER

Tactical Holster: Usually worn on the belt or dropped down to the thigh, the tactical holster provides excellent weapon retention during activity but no concealment. This holster is usually worn by military or police SWAT team units, and may hold one handgun of any type. Anyone other than the agent who attempts to grab the weapon out of the holster suffers a –4 penalty to the grab attempt, and the GC must spend two extra action dice to activate a critical failure that causes the weapon to slip free of the holster.

OPTICAL WEAPON ACCESSORIES

Day/Night Scopes: These scopes combine the benefits of night vision scopes and telescopic sights. Each has two values — one for use during the day (a standard night vision sight; see below) and one for use at night (a standard telescopic sight; see opposite). Switching between day and night vision requires one half action. Day/night scopes may be attached to a firearm's barrel, rail, or underbarrel mount. All day/night scopes are attached to a firearm's rail mount and have the powered quality.

Laser Sights: All laser sights project a thin line of crimson laser light toward the target. They are only effective within 50 feet, but within that range, they are brutally (and intuitively) accurate.

In addition to the internal laser sight featured in the *Spycraft Espionage Handbook*, this book introduces two new models:

- **Laser Grip:** This small battery-operated laser sight may only be installed inside a handgun grip and is activated by pressure when an agent holds it snugly. This device has shorter range than the standard laser sight (+2 bonus to ranged attacks within 25 feet).
- **Red Dot Laser Sight:** Featuring easy-mounting latches, the red dot sight is one of the most popular accessories on the market today. The red dot laser sight is powered, but the time before checks must be made to see if it runs out of power is cut in half (to 2 1/2 minutes, or 25 rounds). This accessory may be rail- or barrel-mounted.

Night Vision Sights: These accessories use batteries or ambient light (or a combination of the two) to allow an agent to “see” in dim light or even total darkness. They are classified by generation, with early, heavier models designated 1st generation and newer, lighter, and more advanced models designated 2nd or 3rd generation. As with most high-tech gear, later generations of these accessories are somewhat fragile (*see page 25 for more information about fragile gear*).

Night vision sights offer a bonus to Spot and Search checks in near darkness (up to nine-tenths concealment) and total darkness (total concealment):

NIGHT VISION MODIFIERS

Generation	Spot and Search Check Bonus
1st generation:	+4 bonus in near or total darkness.
2nd generation:	+4 bonus in near darkness, +5 bonus in total darkness.
3rd generation:	+4 bonus in near darkness, +6 bonus in total darkness.

(For more about darkness and Concealment modifiers, see the *Spycraft Espionage Handbook*, page 171.)

All night vision sights are powered by internal batteries, and have the powered quality. Hooking a sight to a long-term power source — such as a car battery or portable power cell — effectively negates this condition, eliminating the powered quality for as long as the power continues to flow.

Night vision sights may be attached to any weapon’s rail mount.

Using a night sight in the daytime is not advised — an agent who does so is blinded for 1 round while his vision clears.

Starlight Scope: This non-powered night vision scope uses optical amplification of ambient visible light to allow the agent to see in near dark or dusk *only* (a starlight scope is useless in total darkness). There is only one generation of starlight scope, which grants an agent using it during near darkness conditions a +4 bonus to Spot and Search checks. No bonus is gained for using a starlight scope in total darkness, nor may this item be used in conjunction with light amplification goggles. Starlight scopes may be attached to any weapon’s rail mount. Using a starlight scope in the daytime is not advised — an agent who does so is blinded for 1 round while his vision clears.

Telescopic Sights: Telescopic sights may only be attached to a firearm’s rail mount they allow the agent to ignore the range penalties for one or more range increments, so long as he’s aiming the weapon:

TELESCOPIC SIGHT EFFECTS

Magnification	Range Increments Ignored
1.5x to 3.9x	Range 2
4x to 8x	Ranges 2 and 4
9x to 15x	Ranges 3, 5, and 7
16x and up	Ranges 4, 6, 8, and 10

Higher power scopes are virtually useless at close range, so the higher-magnification scopes ignore fewer low range increments.

Variable power scopes require a half action to change magnifications and must be re-aimed after each adjustment.

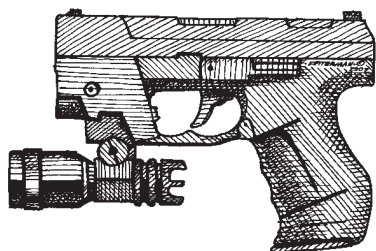
When attached to handguns, telescopic sights inflict a –2 penalty upon the weapon’s concealment DC (*see page 22*). Scoped handguns also require a special holster (only available in duty, hip, shoulder, tactical, briefcase, and purse models, and costing an additional +1 BP). Telescopic sights have no effect on the Concealment DCs of rifles, shotguns, or SMGs.

Telescopic sights are available separately for handguns, rifles, shotguns, submachineguns, and tactical weapons. Fixed and variable power models are available for all weapons. Bow sights are handled in their own section (*see page 107*). Finally, there is one notable departure from the telescopic sight standard:

- **Advanced Combat Optical Gunsight (ACOG):** This lightweight military-issue telescopic gunsight has twin systems to deal with any lighting. Advanced fiber optics collect and amplify existing ambient light when it’s available, while a tritium lamp allows the shooter to fire even in total darkness. The internal firing reticle alternates between black in daylight and a softly-glowing

MODERN ARMS GUIDE

green at night. When used as a telescope or to scan terrain, the ACOG grants the agent a +6 gear bonus to his Spot and Search checks, regardless of the lighting conditions. Further, this accessory responds to weapon movement, automatically zooming to the proper magnification and guiding the aiming reticle toward the target. This grants the agent a +1 gear bonus to ranged attack rolls using the accessorized weapon, so long as the target is within 50 feet. The ACOG is waterproof at any practical depth, shock resistant (1 point of hardness), and reliable under even the harshest weather conditions (ignores damage from all weather effects). *A compact version of this accessory is also available – see page 116 for more.* Both versions of this accessory are rail-mounted.



TACTICAL FLASHLIGHT

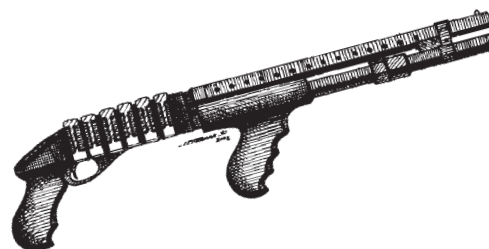
Other Optical Weapon Accessories: The following optical weapon sights defy categorization:

- **Power Grip:** This recent military advancement combines the benefits of a red dot aiming device (see page 110) and triple-function tactical flashlight (standard, infrared, and ultraviolet illumination – see below) into one device shaped like a standard pistol grip. These devices have the same mechanics as the standard accessories of the same name, and both may be used at the same time. Attached to the standard barrel or underbarrel mount of any rifle, shotgun, or SMG, the power grip isn't available for civilian use, and must be custom-ordered to match the weapon. The minimum time required to prepare the device for field use is 2 hours (or 1 hour for fixers).
- **Tactical Flashlight:** Available in standard illumination, infrared, and ultraviolet models, as well as a multi-switch model that incorporates all three, this device is activated by a small button on its right side, forward of the trigger guard. It has an 60-foot visual range, within which it negates the effects of darkness (illumina-

tion), or floods the area with IR or UV light, allowing the agent to use IR or UV goggles to target enemies. You may not benefit from concealment while using a standard illumination tactical flashlight. This accessory may be attached to any firearm's barrel or underbarrel mount.

RELOADING AIDS

Redi-Mag: Sometimes referred to as a 'jungle clip,' this option binds two magazines together for quicker reloading of an assault rifle or SMG. An agent may also duct tape two magazines together for the same effect, allowing him to perform one reload for the weapon as if he had the Quick Reload feat.



SIDE SADDLE

Shotgun Side Saddle: This ammunition holder attaches to the side of a shotgun and holds six rounds of ammunition for quick reloading. This grants the shotgun the fast-load quality until the saddle is emptied (which takes two reload actions).

Speedloader: This quick-reload cylinder allows an agent to reload 6 shots into a revolver as a half action (instead of the standard 3 shots per action). Filling a speedloader requires a full round action, so it is recommended to carry more than one if extended firefights are anticipated.

SLINGS AND AMMUNITION CARRIERS

Bandolier: This nylon ammunition belt is most often slung over a shoulder. Its loops can hold 48 shotgun shells or 64 rifle or pistol shells.

Magazine Holder, Rifle Stock: This nylon pouch attaches to the stock of a rifle and holds a single 5- to 30- shot magazine.

Sling, Assault: Also known as a tactical sling, this nylon belt holds a rifle, shotgun or submachinegun in a ready position across the chest or under an arm. With a successful Dex check (DC 10), this allows the agent to bring the weapon into play as a free action instead of a half action.

Sling, Bungee: This elastic cord secures a carbine, cruiser-style shotgun or submachinegun close to the wearer in a ready position. It is mainly used in a Close Quarters Battle (CQB) setting to make the weapon hard to wrest away during hand-to-hand encounters. The agent receives a +4 bonus to his rolls to oppose disarm actions to remove the slung weapon.

Sling, Standard: This leather or nylon sling carries rifles, submachineguns, shotguns and other long arms openly over the shoulder. An agent carrying a weapon on a standard sling can ready it as a half action.

TACTICAL ACCESSORIES

M70 Commando Mortar Control System: This pistol-like accessory attaches to the 60mm Commando mortar's neck and uses a mirror system to effectively allow the agent to fire the mortar as a direct fire weapon. As the barrel is moved, the control system refigures the trajectory, range, and arc of attack to the target using a state of the art onboard microprocessor, alleviating the need for a forward observer. This accessory can only be used with the 60mm Commando mortar (see page 126).

Mortar Ballistic Computer: This device displays a map of the surrounding terrain (usually delivered by a built-in GPS, unless weather or enemy interference prevents data retrieval), greatly assisting a forward observer's response time when relaying firing instructions to a mortar crew. This reduces the error range of assisted mortar attacks by 1 (e.g. an error range of 1-2 becomes 1).

Pintel Mount: This accessory mounts a weapon onto a vehicle. When attached to a stable vehicle (i.e. stationary or moving on a level surface), a pintel-mounted weapon may be braced as a free action and cancels all recoil modifiers normally applied to the weapon's use. A pintel mount may only be attached to a weapon's underbarrel mount.

Suppressor: A tactical suppressor grants a machinegun it is attached to the suppressed quality. However, a suppressor also makes the machinegun it is attached to more difficult to conceal (those visually scanning for weapons gain a +2 circumstance bonus to their Spot checks).

Tripod, Recoil-Resistant: Much bulkier than a bipod, this three-legged support accessory provides extra balance and strength for use with tactical weapons, and is required to counter the heavy recoil of many machineguns. A tripod may not be used with firearms, but when attached to the underbarrel mount of a tactical weapon, this accessory reduces the weapon's recoil rating by 4.



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LEGEND

Note	Meaning	Note	Meaning	Note	Meaning
Ability #	Minimum Ability Score to Use Weapon	DA	Dangerous	PB	Ported barrel
1-h	1-handed	DP	Dependable		(masterwork modification)
2-h	2-handed	DI	Disposable	PW	Powered
AA	Advanced aim	DS	Double-safe	RC	Recoil compensator (integral)
AD	Armor-defeating	DT	Discreet	RG	Rugged
AP	Armor-piercing	FB	Floating barrel	RH	Reach
AK	Awkward		(masterwork modification)	SG	Sure-grip
BF	May fire in burst mode	FL	Fast-load	SL	Streamlined
	(for weapons that may	GD	Guard	SP	Suppressed
	not normally fire in	HB	Heavy barrel	SS	May fire in single-shot
	burst mode)		(masterwork modification)		mode (for weapons that
BB	Bull-barrel	HK	Hook		may not normally fire in
	(masterwork modification)	IN	Integral <accessory>		single-shot mode)
BP	Bullpup	LH	Left-handed (off-hand	ST	May fire in strafe mode
CL	Coil		penalty applied to attacks		(for weapons that may
CP	Composite		by right-handed users)		not normally fire in
CS	Collapsible stock	LR	Long reach		strafe mode)
CU	Custom stock	LV	Limited vision	TD	Takedown
	(masterwork modification)	MC	Multi-chambered	TP	Trap
CT	Cryogenic treatment	MD	Modular	TS	Tassel
	(masterwork modification)	MP	Multi-part	WL	Whisper-lock

TABLE 6.1 ACCESSORIES

Item Name	Budget Points†	Weight	Actual Cost†	Qualities, Mods, and effects
<i>Bow Accessories</i>				
Cosmetic options	Per firearms options	—	Per firearm options	Per firearms options
Dynamic shock absorber	2	—	\$80	Reduces bow's recoil by 2
Optical weapon sights	Per firearms options	Per firearms options	Per firearm options	Per firearm options
Silencer	1	—	\$40	Per std. suppressor (see below)
Speed quiver	2	3 lb.	\$80	Allows agent to reload as a half action
Tactical sling	2	1/2 lb.	\$50	SG; Allows agent to recover from disarm attacks as a free action
<i>Bracing Gear</i>				
Bipods, adjustable				
• Prone/Bench rest	1	2 lb.	\$50	Allows agent to brace as a free action, reduces recoil by 1 when not moving
• Leg notch adjustable rest	1	3 lb.	\$60	Same*
• Tall rest	1	4 lb.	\$75	Same*
Removable stock	2	1 lb.	\$100	When bracing, the weapon's range increment increases by 5 ft.*
Tripod, fixed	2	5 lb.	\$80	AK; Allows agent to brace as free action, reduces recoil by 4 when not moving
<i>Chokes and Suppressors</i>				
Muzzle brake (pistol/SMG)	2	1/2 lb.	\$80	Reduces weapon's recoil by 2
Muzzle brake (rifle/MG)	2	1 lb.	\$200	Same
Suppressors				
• Standard	1	1 lb.	\$50	Grants weapon the suppressed quality, +2 bonus for others to spot the weapon
• Cover	1	2 lb.	\$60	Same as std. suppressor; removable
• Makeshift	—	1 lb.	—	-2 Gear penalty to opponent Listen and Spot checks, weapon's range increment cut to half (max. range of 5 increments), no bonus for others to spot the weapon on agents person.
• Permanent	1	1/2 lb.	\$25	Same as std. suppressor; non-removable
• Removable	2	1/2 lb.	\$100	Same as std. suppressor; removable
• Short	2	—	\$80	-2 Gear penalty to opponent Listen and Spot checks reduced to -2, no bonus for others to spot weapon on agent's person

ACCESSORIES

TABLE 6.1 (CONTINUED)

Item Name	Budget Points†	Weight	Actual Cost†	Qualities, Mods, and effects
Shotgun choke	1	—	\$50	Increases shotgun range increment by 10 ft., the agent cannot fire at adjacent targets with an engaged choke
<i>Cosmetic Options</i>				
Custom grip	2	—	\$150	None
Engraving	—	—	\$100	None
Finish	1	—	\$50	Possible camouflage (see page 109)
Illuminating paint	1	—	\$50	Weapon always visible to agent wearing multi-spectral goggles
<i>Holsters and Cases</i>				
Standard holster	—	1/2 lb	\$50	One half action required to draw weapon
Book case	1	1 lb.	\$60	+5 to Spot DCs, quick searches fail, one full action required to draw weapon
Concealable holster, Mark I	2	1/2 lb.	\$100	+3 to Spot DCs, +1 to Search DCs, one full action required to draw weapon
Concealable holster, Mark II	3	1/2 lb.	\$150	+4 to Spot DCs, +2 to Search DCs, one full action required to draw weapon
Discreet holster	2	1/2 lb.	\$75	+2 to Spot DCs, no bonus to Search DCs, one half action required to draw weapon
Pistol purse	1	1/2 lb.	\$75	+5 to Spot DCs, quick searches fail, one full action required to draw weapon
Shoulder holster	3	1/2 lb.	\$100	+3 to Spot DCs, no bonus to Search DCs, one half action required to draw weapon
Stealth holster	4	1/2 lb.	\$200	+6 to Spot DCs, +3 to Search DCs, one full action required to draw weapon
Tactical briefcase	2	2 lb.	\$150	+10 to Spot DCs, quick searches fail; weapon must be stored in pieces
Tactical holster	1	1/2 lb.	\$60	SL; -4 to grab attempts, GC must spend two action dice for weapon to slip free
<i>Optical Weapon Accessories</i>				
Day/night scope, 1.5x to 3.9x	3	1 lb.	\$300	LV, PW; Special (see page 110)
Day/night scope, 4x to 8x	4	2 lb.	\$400	LV, PW; Special (see page 110)
Day/night scope, 9x to 15x	4	2 lb.	\$600	LV, PW; Special (see page 110)
Day/night scope, 16x and up	5	3 lb.	\$1,000	LV, PW; Special (see page 110)
<i>Laser sights</i>				
• Standard	2	1 lb.	\$200	PW; +2 to ranged attacks within 50 ft.
• Laser grip	1	1/10 lb.	\$200	PW; +2 to ranged attacks within 25 ft.
• Red dot aiming device	1	1/10 lb.	\$200	PW; +2 to ranged attacks within 50 ft.
Night vision sight, 1st generation	2	1 lb.	\$200	LV, PW; +4 to Spot/Search in near/total darkness
Night vision sight, 2nd generation	3	1 lb.	\$300	LV, PW; +4 to Spot/Search in near darkness, +5 in total darkness
Night vision sight, 3rd generation	4	1 lb.	\$450	LV, PW; +4 to Spot/Search in near darkness, +6 in total darkness
Starlight scope	2	1 lb.	\$150	LV; +4 gear bonus to Spot and Search checks in near darkness
Telescopic sight, 1.5x to 3.9x	1	1 lb.	\$50	LV; Special (see page 111)
Telescopic sight, 4x to 8x	2	1 lb.	\$100	LV; Special (see page 111)
Telescopic sight, 9x to 15x	2	2 lb.	\$200	LV; Special (see page 111)
Telescopic sight, 16x and up	3	2 lb.	\$400	LV; Special (see page 111)

MODERN ARMS GUIDE

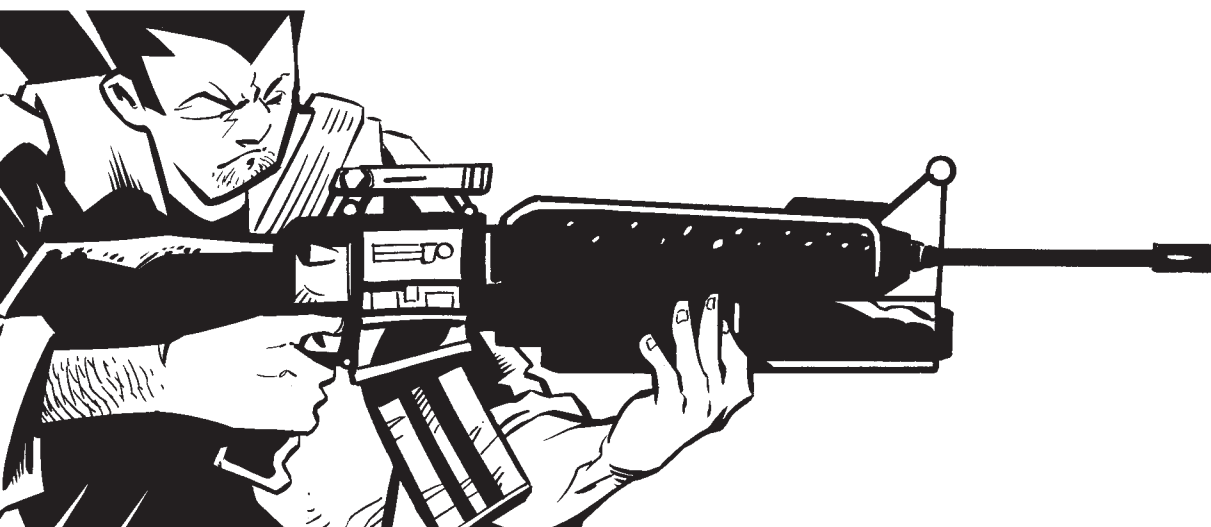
TABLE 6.1 WEAPON (CONTINUED)

Item Name	Budget Points†	Weight	Actual Cost†	Qualities, Mods, and effects
Other optical weapon accessories				
• Advanced Combat Optical Gunsight (ACOG)	5	3 lb.	\$800	LV, PW; +6 to Spot/Search in near/total dark, +1 to ranged attacks within 50 ft.*
• Compact ACOG Gunsight (ACOG)	6	2 lb.	\$950	LV, PW; +6 to Spot/Search in near/total dark, +1 to ranged attacks within 50 ft.*
• Power grip	3	1 lb.	\$300	PW; As red dot laser sight and tactical flashlight
• Tactical flashlight	1	1/2 lb.	\$100	PW; standard, IR, and UV modes
<i>Reloading Aids</i>				
Redi-mag	—	—	\$5	Agent gains 1 use of Quick Reload feat
Shotgun side saddle	1	—	\$25	Weapon gains fast-load quality for two reloads
Speedloader	1	—	\$25	Reloads revolver as one half action
<i>Slings and Ammunition Carriers</i>				
Bandoleer	—	1 lb.	\$30	None
Magazine holder, rifle stock	—	—	\$10	None
Sling, assault	3	1 lb.	\$50	SG; Dex check (10) to draw weapon as a free action
Sling, bungee	1	1 lb.	\$20	SG; +4 bonus vs. disarm attempts
Sling, standard	1	1 lb.	\$20	SG; None
<i>Tactical Accessories</i>				
M70 Commando Mortar Control System	4	2 lb.	\$400	PW; No need for a forward observer
Mortar ballistic computer	1	2 lb.	\$250	PW; Reduces error range of assisted attacks by one.
Pintel mount	—	4 lb.	\$150	Allows agent to brace against a vehicle as a free action, negates recoil when agent is bracing in a vehicle
Suppressor	1	3 lb.	\$50	Grants machinegun the suppressed quality, +2 for others to spot weapon on agents person.
Tripod, recoil-resistant	3	8 lb.	\$100	AK; reduces weapon's recoil by 4

All items listed in bold are reprinted from the *Spycraft Espionage Handbook*.

* See item description for special rules concerning this weapon.

† An accessory with no listed BP or actual cost may simply be requisitioned as part of any weapon that it can be attached to. The weapon is delivered to the agent with the requisitioned accessory already attached.



"I love the smell of napalm in the morning."

*- Lt. Col. William 'Bill' Kilgore,
Apocalypse Now*

***Tactical
Weapons***

7

INTRODUCTION

Tactical weapons are not meant for personal defense, or even military law enforcement (unless said law enforcement is responding to a riot-level disturbance). Tactical weapons are field support gear, intended to sweep clean entire sectors of enemy space – usually of everything, including personnel, vehicles, and buildings. Some tactical weapons, like the horrifying flamethrower, focus their devastating might on people rather than scenery, but in this chapter, that's the exception rather than the rule.

Secret agents don't typically carry machine guns around with them while they conduct legwork – such mighty weapons are reserved for the final reel of the summer spectacular, when the ultimate madman has been identified, and he's behind a well-equipped army poised to bring the heavens down on anyone who approaches.

Just as important to the modern genre, tactical weapons are an army's most carefully fielded resource, used to create much-needed distractions, seize territory with a minimum loss of life, destroy an enemy's ability to make war, and suppress or demoralize his troops, allowing one's own to move freely.

This chapter describes a wide range of tactical weapons from across the world. Each weapon description includes a brief data entry followed by the diameter of shell each weapon commonly fires (if applicable), its magazine capacity (ammunition supply), and physical dimensions.

Groups: Tactical weapons are divided into six groups: explosives, flamethrowers, grenade launchers, machine guns, mortars, and rocket launchers, with a seventh non-weapon section devoted to tactical ammunition. This chapter handles these groups in separate sections.

TACTICAL WEAPON DESCRIPTIONS

When applicable, the title line for each tactical weapon lists its manufacturer, name, and country of issue (in that order), followed by a brief description of the weapon and the following information:

Ammunition Diameters/Types/Calibers: The size or sizes of ammunition the weapon may fire. Some tactical weapons list more than one diameter, type or caliber – this means that there are several models of the weapon, each of which fires one of the listed ammunition options. The model of a tactical weapon is chosen when it is requisitioned, and usually determines the weapon's BP and actual costs (see Table 7.1–7.6, starting on page 132).

Unless otherwise noted, no weapon may fire more than one type of ammunition, and tactical weapons may not be manually retrofitted during play to accept new types of ammunition.

Ammunition Capacity: In the *Spycraft Espionage Handbook*, ammunition capacities were determined by weapon category. This book supersedes this precedent, determining ammunition capacity by individual weapon. See each weapon description for specifics.

When more than one ammunition capacity is listed, the agent chooses the capacity for his weapon, paying the extra BP cost or actual cost listed in parentheses next to it (if any). This extra cost is charged for each ammunition load requisitioned or purchased.

Though not entirely consistent with some real-world weapons, *Spycraft* considers any ammunition capacity of 50 shots or more to be belt-fed. Belt-fed weapons generally require a second character to assist the shooter. This person makes sure the belt feeds into the weapon correctly. If a belt-fed weapon is fired for more than 1 consecutive round without a second character feeding ammunition, the shooter suffers a –2 balance penalty to his attack rolls. This rule also applies to any weapon whose ammunition is described as “belt-fed,” regardless of the weapon's ammunition capacity.

Weight: The weight of the weapon, in ounces.

EXPLOSIVES

These weapons cause blast damage (*Spycraft Espionage Handbook*, page 172, and page 12 of this book) and, if thrown, may use the rules for grenade-like deviation (*Spycraft Espionage Handbook*, page 173), at the GC's discretion.

Categories: All explosives fall into this category. There are no explosives sub-groups.

Abilities: Under normal circumstances, explosives are not fired, hurled, or otherwise directed at an enemy. Instead, they are laid in preparation for later detonation. Thus, agents rely upon their Demolitions skill – and Intelligence ability – to determine the accuracy and damage of their explosive “attack.”

When an agent does throw an explosive (e.g. he chucks a satchel charge down a hallway to clear it of enemies), his Dexterity modifier is applied to all attack rolls. No ability score modifiers are applied to explosive damage rolls.

Feats: No feats are required to use explosives, though you must have the Demolitions skill to use them. When throwing an explosive, you need the Weapon Proficiency (Hurled) feat; otherwise, you suffer a –4 penalty to your attack rolls.

EXPLOSIVE DESCRIPTIONS

Binary Explosives: This recent innovation usually begins as two semi-flammable components — ammonium nitrate (the sensitizer) and nitromethane (the fuel). When these two components are combined, they form a powerful (and versatile) explosive that detonates at 140 degrees Fahrenheit. Binary explosives are considered safe when not “live” (they can be dropped, burned, or shot without major incident). When combined, however, they become devastating. Espionage agencies sometimes use small amounts of binary explosives to protect vital gear and documents. By rigging a briefcase or even a large installation with enough of both components, and linking them to a timer or trigger switch that injects them into a common pool then heats them, the organization’s property is protected securely and, perhaps more importantly, discreetly. Binary explosives have a blast increment of 2 squares.

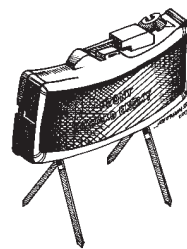
Blast Mines: Blast mines usually respond to pressure (e.g. a foot descending onto a sensitive plate). Their explosions blow up and outward, not only under the triggering target but all around him as well. Blast mines have a blast increment of 1 square.

Breaching Charge: This explosive package is designed to adhere to doors and windows, blowing them inward with minimum potential damage to hostages and innocents within, yet leaving a hole large enough for the team to proceed through.

Cherry Bomb: This small but powerful firework contains flash powder and is now banned in the U.S. It gets its name from the hallmark red paper in which its normally wrapped. Cherry bombs have a blast increment of less than 1 square (1 foot), and may be thrown, using the hurled weapon proficiency. When a hurled cherry bomb misses its target, use the rules for grenade-like deviation (*Spycraft Espionage Handbook*, page 173).

Claymore: This directional fragmentation mine was originally developed by the Germans for use in World War II, and eventually perfected by the U.S. Army, who used it extensively during the Vietnam conflict. Though not significantly advanced since then, the claymore mine still occasionally sees military use in the field, and stockpiles of them are hoarded by budget criminal organizations and third world dictators around the world. The claymore mine features spiked “feet” that allow it to be pushed into the ground or another soft surface, allowing its convex “face” to be pointed wherever the agent desires. It is detonated by a wired electrical charge or tripwire, using the concussive force of 1.2-lb. of C4 to send 700 ball bearings in a 60-degree lethal arc. Within 150 feet, the claymore is massively effective against personnel, particularly when several claymores form an overlapping “kill zone” of effect. Claymore

mines are typically carried in a shoulder satchel, with detonation wire already prepared and coiled within for easy use. The claymore mine has a blast increment of 2 squares.



CLAYMORE

Detonating Cord: Composed of a high-explosive material encased in a plastic or cloth sleeve that burns by propagation of a detonating shock wave (typically 5,000-7,000 meters/sec), this cord is generally used to spark other explosives. Detonating cord technically burns only along its length, and therefore has no blast increment.

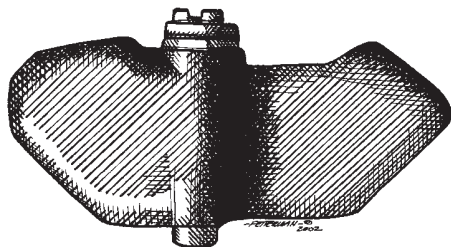
Fragmentation Mine: Developed from the original claymore design (*see left*), the fragmentation mine is an undirected explosive that fires metallic shards out over a wide area, sweeping it of personnel. When live, this explosive is triggered by a tripwire or when it’s disturbed (often when it’s being disabled). The fragmentation mine has a blast increment of 2 squares.

Fragmentation Mine, Bounding: This cylindrical explosive is planted in shallow earth. When detonated, a primary charge thrusts it up into the air, above those who triggered it, where a secondary blast spreads standard fragments down over the target and his entire unit. This mine is extremely effective because it focuses the power of its blast on the vital heads, necks, and torsos of its victims rather than their lower extremities. At its origin in WWII, this explosive was nicknamed the “Bouncing Betty” by the Allies. The bounding fragmentation mine has a blast increment of 1 square.

Satchel Charge: Less a grenade than a thrown explosive, satchel charges are intended mostly for demolitions or anti-vehicle use. Much more powerful (and heavier) than a typical grenade, satchel charges can rarely be thrown far enough to place the wielder out of the blast radius. For this reason they have a 1-round delay, allowing the thrower to seek cover before they detonate. Satchel charges may be placed normally using the Demolitions skill. Agents without the hurled weapon proficiency who throw a satchel charge suffer a -4 penalty to their attack roll. Thrown satchel charges are subject to the rules of grenade-like deviation if the agent misses, and have a blast increment of 1 square.

Self-Neutralizing Explosive: Self-neutralizing explosives are an advancement beyond binaries (see page 119). Considered safe to transport through any means – including commercial passenger aircraft – and comprised of non-toxic components, self-neutralizing explosives have yet one more advantage over their volatile predecessor: live loads “settle” after several hours, harmlessly splitting back into their original components. These base components are flammable, but not otherwise dangerous. So far, self-neutralizing explosives are catching on in third-world countries, who are suffering under the yoke of international terrorism.

Thermite: This powerful substance is remarkably easy to make, requiring only common household materials and a Demolitions skill of 4 or more. Highly illegal in nearly all civilized nations, thermite can melt through carbon steel, and causes severe burns (usually by melting nearby metal into a target's body). Unless primed with a supplementary charge, thermite has no blast increment – it simply burns where it is (though it burns through *everything* where it is). Thermite is commonly used as a powerful cutting tool (e.g. to slice open steel doors and armored safes), and when used successfully with the Demolitions skill, gains the armor-defeating quality (see page 14).



TOE POPPER

Toe Poppers: This is the popular name of a broad class of composite (undetectable) anti-personnel explosives approximately the size of a tuna fish can that are planted in shallow earth. When detonated, the explosive force is directed at the target's legs and lower torso, crippling or maiming rather than killing. Example toe poppers include the Chinese Type 72 and American Mark 14.

FLAMETHROWERS

Flamethrowers are usually found only in the arsenals of developing countries. The U.S. and former Soviet Union have largely replaced the infantry flamethrower with incendiary rocket systems (which have greatly increased range). For more about these weapons, see page 128.

When using a flamethrower, agents gain +1 to their attack roll for each previous consecutive action they've used the weapon to attack the same target (e.g. if an agent's used his last three actions to attack the current target with a flamethrower, he receives a +3 bonus to his attack roll this round). Anyone hit by a flamethrower may catch fire (*Spycraft Espionage Handbook*, page 230).

An agent carrying a flamethrower is a terrifying opponent on the battlefield, but that vast pyrotechnic fury doesn't come without risk. When an opponent scores a critical hit against an agent wielding a flamethrower, he may spend 2 extra action dice to target a vulnerable spot on the weapon. This reduces the initial attack's damage to 0 (unless it's blast damage, in which case the agent suffers damage normally), but it also causes the flamethrower to discharge. The agent suffers damage as if he was hit by the flamethrower himself, and the weapon is ruined.

If at any time the flamethrower's damage rises to level 4 (see *Damaging Weapons*, page 24), the weapon explodes, inflicting a base damage value of 2d6, plus an additional 1d6 per shot remaining in the weapon. It is for this reason that many incendiary personnel wear heavy fire protection (such as an asbestos suit) when carrying one of these formidable weapons.

Unless otherwise indicated, flamethrowers can fire in single-shot or strafe mode, but may not be used for auto-fire or burst actions (even if the agent has the Speed Trigger or a similar feat or ability). Flamethrowers may be used to perform cover fire and suppressive fire actions. In each case, 3 shots are expended.

Finally, flamethrowers have a negative effect upon enemy morale (see page 12 for more).

Categories: All flamethrowers fall into one category. There are no flamethrower sub-groups.

Abilities: An agent's Dexterity modifier is applied to all flamethrower attack rolls. No ability score modifiers are applied to flamethrower damage rolls.

Feats: In order to properly use a flamethrower, you must have the Weapon Proficiency (Tactical) feat; otherwise you suffer a -4 penalty to all of your attack rolls.

FLAMETHROWER DESCRIPTIONS

Chinese Arsenal Type 67 (Taiwan): Unlike most products made in Taiwan, the Type 67 is not exported to America. This napalm and gasoline mix weapon is used only on its native soil. This unit has a separate pressure tank and a smaller ignition unit than other flamethrowers, making it slightly more portable.

Ammunition Types: Fuel (4.49 gallons)

Ammunition Capacity: 12

Weight: 876.30 oz.

Hydroar LC T1 M1 (Brazil): This heavy flamethrower is used primarily by the Brazilian marines and army. It uses a gasoline/diesel mix, but other mixtures may be substituted as well, such as aviation gas or even fish or vegetable oil. The ignition is electrical, so there's no chance of a pilot light going out. On occasion, this weapon has also been used to spray chemical irritants or compressed nitrogen.

Ammunition Types: Fuel (4.75 gallons)

Ammunition Capacity: 16

Weight: 1200.00 oz.

Russian Arsenal LPO-50 Light Infantry (Russia): Until recently this Russian torch was the standard Warsaw Pact flamethrower, and it's still in use today by several Warsaw Pact countries. It is good for three solid bursts of flame before a reload is needed. Each shot pumps 3.3 liters of fuel downrange in a rain of hellfire.

Ammunition Types: Fuel (2.61 gallons)

Ammunition Capacity: 6

Weight: 811.30 oz.

U.S. Arsenal M9A1 (USA): Though out of service since the Geneva Convention mandate, this flamethrower is still fielded by many current and former U.S. and NATO allies. The M9A1 saw heavy use in the Vietnam Conflict, where this flamethrower was frequently recovered from the bodies of fallen U.S. troops.

Ammunition Types: Fuel (4.23 gallons)

Ammunition Capacity: 10

Weight: 811.30 oz.

GRENADE LAUNCHERS

Unless otherwise stated, grenade launchers may only be fired in single-shot mode and must be reloaded after every shot (requiring a half action each time unless the agent has the Quick Reload feat). A grenade launcher cannot be used to make a burst attack even if the agent has the Speed Trigger feat. Grenade launchers make less sound than firearms (+4 to the DCs of Listen checks to notice them when they're fired), but they are also less predictable in flight, and are subject to the rules for grenade-like deviation if the agent misses with one. Most grenades are also subject to the rules for blast damage.

When an agent fires a grenade launcher, the weapon's damage value and threat and error ratings are replaced by those of the ammunition fired (*Spycraft Espionage Handbook*, page 117, and page 135 of this book). The ammunition may also convey one or more special abilities. All abilities of the grenade launcher and its ammunition stack.

Categories: Grenade launchers in this book are divided into three categories, or sub-groups: repeating, standalone, and under-barrel. Unlike the material in

most other chapters of this book, grenade launcher descriptions are broken up into these categories. *Each weapon's category is also listed on Table 7.3, starting on page 132.*

- **Repeating Grenade Launchers:** Otherwise known as automatic grenade launchers, these awesome weapons may be fired in single-shot or strafe mode, and may be used for cover fire and suppressive fire actions. When making an autofire or strafe attack with a repeating grenade launcher, each volley consists of a single grenade (rather than 3 shots, as with firearms). Repeating grenade launchers are often fielded against main battle tanks and similar armored vehicles. These weapons are very hard to control, imposing a -2 penalty to all attack rolls.
- **Standalone Grenade Launchers:** These grenade launchers are shoulder-fired using a simple targeting sight. They are difficult to aim, resulting in a -1 penalty to all attack rolls.
- **Underbarrel Grenade Launchers:** These grenade launchers are usually attached to the underbarrel rail of an assault rifle. Many assault rifles do not have an underbarrel rail and therefore cannot accept these launchers. When using a rifle mounted with an underbarrel grenade launcher, the agent must specify which of the two weapons he uses each round, and may only fire both if the descriptions or GC allow (and must always accept the penalties for two-weapon fighting when he does). These weapons are difficult to aim, resulting in a -1 penalty to all attack rolls. Grenade launchers in this category attach to another weapon's underbarrel mount.

An extra section follows these category descriptions, detailing the use of rifle grenades.

Abilities: An agent's Dexterity modifier is applied to all grenade launcher attack rolls. No ability score modifiers are applied to grenade launcher damage rolls.

Feats: In order to properly use a grenade launcher, you must have the Weapon Proficiency (Tactical) feat; otherwise you suffer a -4 penalty to all of your attack rolls.

REPEATING GRENADE LAUNCHERS

Arsenal Avalanche (Bulgaria): Comprised of six short revolving barrels, a handle, and a telescoping shoulder stock, this compact launcher loads very quickly when compared with many other repeating launchers, requiring only one full action to reload all six shots. When its stock is shortened, this barrel-less launcher can easily fit in a small duffel bag or backpack.

Ammunition Diameters: 40mm

Ammunition Capacity: 6

Weight: 232.81 oz.

GDAS CG-40 Striker (USA): The General Dynamics Armament Systems' CG-40 is used mostly, though not exclusively, by the U.S. Special forces, and is seeing field use in the current global sweep against terrorism. Between its lightweight composite construction, small number of parts, and programmable "smart" fire control system (which can equip shells to explode on impact or even in transit), this is one of the most technologically advanced weapons on Earth. Programming a grenade requires a full round action. If the agent misses with a programmed grenade and rolls a 2, 4, 5, 6, or 8 for deviation, subtract 1 from the number of squares the grenade deviates. If a 1 is rolled, subtract 2 squares. This may result in the grenade detonating in the target square after all.

Ammunition Diameters: 40mm

Ammunition Capacity: 32 (belt-fed)

Weight: 880.00 oz.

Hawk MM-1 (USA): This revolver-style repeating grenade launcher was first produced in the 1970s. Its rate of fire is estimated to be 144 rounds per minute, but in practice it only fires 30 rounds in that time with a maximum range of just over 1000 feet.

Ammunition Diameters: 40mm

Ammunition Capacity: 12

Weight: 201.06 oz.

H&K GMG (Germany): This completely ambidextrous belt-fed repeating grenade launcher features an easy-access flip-top feed channel and standard iron, optical, and night sight mounts. The GMG squats atop a standard integral NATO tripod, and fires all types of 40mm NATO shells. In addition to single-shot and strafe modes, this weapon may be set to bolt-locking "safe" mode. Disassembling or rebuilding the GMG requires 15 rounds and requires no special tools.

Ammunition Diameters: 40mm

Ammunition Capacity: 32 (belt-fed)

Weight: 1022.88 oz.

Milkor MGL (South Africa): This practical and reliable weapon uses a rifled and elongated barrel to make it more accurate than other repeating launchers. When firing the MGL, the agent gains a +1 enhancement bonus to attack rolls (helping to offset the -2 penalty all repeating grenade launchers suffer).

Ammunition Diameters: 40mm

Ammunition Capacity: 6

Weight: 244.00 oz.

This weapon has been copied in nearly 30 other countries, including Croatia (as the RBG-6).

ROMARM AGA-40 Model 85 (Romania): This man-portable repeating grenade launcher requires the use of a tripod, but it does produce significant bang for the inconvenience. Armor piercing by nature of the high

velocity rounds it fires, the AGA-40 is great for taking out armored limousines, bank trucks, or pretty much any armored target.

Ammunition Diameters: 40mm (proprietary)

Ammunition Capacity: 10

Weight: 811.30 oz.

Saco MK19 Mod 3 (USA): Though heavy by modern standards, this weapon is extremely reliable, and is still the repeater of choice for U.S. Infantry and MP units worldwide. As seen in Operation: Desert Storm, the MK19 is capable of firing over 350 grenades per minute with a range of 2,200 meters.

Ammunition Diameters: 40mm

Ammunition Capacity: 10/50 (+5 BP, +\$125)

Weight: 2200.00 oz.

STAND-ALONE GRENADE LAUNCHERS

AA1 M79 (USA): This dated American grenade rifle was the first spin-stabilized grenade launcher, put into service in 1961. With a look and feel much like a large-bore sawed off shotgun, the M79 was produced for ten years before its retirement in 1971. It is still held in reserve in the U.S. arsenal, though it's mostly seen in other countries, which purchased them in large quantities. The M79 is very accurate out to almost 500 feet, and has a keen ability to put rounds on target, making up for its limited lethality. When firing this weapon, the agent gains a +1 enhancement bonus to his attack rolls (canceling the standard -1 penalty for firing a grenade launcher).

Ammunition Diameters: 40mm

Ammunition Capacity: 1

Weight: 105.82 oz.

Buck HAFLA-35L (Germany): The HAnd Flame cartridge LAuncher (HAFLA) is a single-shot one-person throwaway weapon that hurls an integral incendiary grenade upwards of 250 feet, raining red phosphorus down on the enemy along its flight path. The shell burns at nearly 2,400 degrees Fahrenheit for 20 rounds, and the red phosphorus trail burns out in 10 rounds. The 35L is very compact, and is considered to be a hunting rifle for the purposes of hardness, wounds, and Spot/Search DCs.

Ammunition Diameters: 35mm (incendiary)

Ammunition Capacity: 3

Weight: 22.05 oz.

H&K HK69A1 (Germany): Very small and light, this German grenade pistol fires all commercial 40mm rounds and, due to its versatile sights, may be used for either low angle or high angle (effectively allowing agents to fire *over* targets when they desire). When firing this weapon over cover (such as a hedge, vehicle, etc.), agents ignore the first -2 in penalties for indirect fire.

Ammunition Diameters: 40mm

Ammunition Capacity: 1

Weight: 92.8 oz.

Tula KBP GM-94 (Russia): Based on a shotgun design, this pump-action grenade launcher fires a specialty 43mm round, available in all standard grenade types. This weapon's pump action is reversed from typical Western shotguns (slide forward then back). The only widespread applications of this weapon were by the Cold War-era KGB, Spetsnaz, and Alpha teams.

Ammunition Diameters: 43mm (proprietary)

Ammunition Capacity: 3/4 (+1 BP, +\$25)

Weight: 169.32 oz.

UNDER-BARREL GRENADE LAUNCHER DESCRIPTIONS

Colt M203 (USA): This breech-loading under-barrel pump-action grenade launcher is designed to fit the under-barrel rail of the M16 assault rifle (see page 66), though it may also be carried and used separately. It replaced the AA1 M79 (see opposite) in active service after the Vietnam War.

Ammunition Diameters: 40mm

Ammunition Capacity: 1

Weight: 57.60 oz.

The M203 Family: The Colt M203 has been copied in many countries, including Egypt (as the AKM-compatible Maadi) and Korea (as the Daewoo K201, for use with the K-2 rifle). In addition, it has spawned the following domestic variations:

- **M203A1:** A version of the M203 designed for use with the M16A3 (see page 66). Otherwise identical to the basic M203. (Ammunition Diameters: 40mm; Ammunition Capacity: 1; Weight: 57.60 oz.)
- **M203PI:** With a half action, this improved variant of the M203 may be attached to or removed from any assault rifle or submachinegun that has an underbarrel rail. The M203PI uses a mounting interbar that fits inside the base weapon's hand guard and in no way interferes with its operation. Like the M203, this version is designed for use with the M16, and comes with a snap-on pistol grip so it may be used as a stand-alone weapon. (Ammunition Diameters: 40mm; Ammunition Capacity: 1; Weight: 70.55 oz.)

H&K HK79 (Germany): This German counterpart to the Colt M203 mounts on any G3 assault rifle with an under-barrel rail (see page 67). The HK79 is prohibitively expensive in North America, but widespread in Europe, where its reputation is soaring. One of the HK79's greatest strengths is its quick-reload feature — when the weapon is fired, the barrel drops down at an angle, leaving the rifle pointing down range for easy muzzle loading. The HK79 has the fast-load ability.

Ammunition Diameters: 40mm

Ammunition Capacity: 1

Weight: 59.04 oz.

KBP GP-95 (Russia): This compact under-barrel grenade launcher may be mounted on most Eastern Bloc assault rifles and SMGs. The GP-95's abrupt barrel greatly reduces range and increases muzzle flash.

Ammunition Diameters: 40mm

Ammunition Capacity: 1

Weight: 52.91 oz.

An over-barrel version of this weapon is also available. The GP-97 has the same physical characteristics as the GP-95.

Milkor MK40 (South Africa): Also known as the Milkor UBGL (Under Barrel Grenade Launcher), this weapon utilizes a standard Euro rail, making it compatible with any modern assault rifle with an underbarrel rail. Common base weapons include the G3 and AK series, and sometimes the Steyr AUG or South African CR-21. The MK40 is reloaded by swinging the breech left or right (thus accommodating both right- and left-handed shooters).

Ammunition Diameters: 40mm

Ammunition Capacity: 1

Weight: 60.00 oz.

RIFLE LAUNCHED GRENADES

All varieties of hand grenades are available in rifle-launched configurations. These weapons are mounted to the end of a compatible rifle (selected when the grenade is requisitioned). Modern varieties utilize a 'trap' system, capturing the bullet and utilizing the shot's gas pressure to launch the grenade substantially greater distances than they can be thrown by hand. Older rifle grenades, without the trap mechanism, cost 2 BP less than the options listed on page 39, and may only be fired using blanks. Again, the gas pressure provides the energy to propel the grenade to the target. If accidentally fired with a live round, the attack is automatically considered to be an error, and the grenade explodes without leaving the rifle if the GC spends 2 or more action dice.

Aside from their longer maximum range (10 increments, like other firearms), rifle grenades operate just like other grenades of the same type. The rules for blast damage and grenade-like deviation are unchanged.

MACHINE GUNS

Machine guns are fully automatic weapons designed to provide massive amounts of firepower for a sustained period. Unless otherwise indicated, all machine guns may fire in burst and strafe mode, and a few may fire in single-shot mode as well (see the following descriptions for more).

Categories: Unlike the material presented in the *Spycraft Espionage Handbook*, the *Modern Arms Guide* does not break machine guns into lesser categories. Here, all machine guns fall into one category, without sub-groups – variation is defined in each weapon description.

Abilities: An agent's Dexterity modifier is applied to all machine gun attack rolls. No ability score modifiers are applied to machine gun damage rolls.

Feats: In order to properly use a machine gun, you must have the Weapon Proficiency (Tactical) feat; otherwise you suffer a -4 penalty to all of your attack rolls.

MACHINE GUN DESCRIPTIONS

Daewoo K3 (South Korea): This gas-operated, fully automatic LMG (Light Machine Gun) is a staple of the Korean Army, though its incorporation of widely known and well regarded FN design features keeps it in use the world over.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 30/250 (+9 BP, +\$225)

Weight: 241.63 oz.

FN M240B (USA): The M240B replaced the M60 as the U.S. Army's armored vehicle gun during the 1990s. Unlike its predecessor, the M240B's reputation is spotless – it fires a confirmed average of 26,000 rounds between misfires, with superb range and a respectable rate of fire. Its detachable butt stock and bipod are designed for rapid deployment and quick movement on the field, making it the perfect weapon for teams evacuating disabled soldiers from a combat zone south. Additional options in its "infantry modification kit" include a flash suppressor, carrying handle, infantry-length pistol grip, bipod, and front and rear sights. The cost of all these items is factored into the weapon's BP and actual costs. Belt and magazine options are identical to those for FN's M249 SAW (see next).

Calibers: 7.62x51mm NATO

Ammunition Capacity: 20/30 (+1 BP, +\$25)/100 (+7 BP, +\$175)/200 (+9 BP, +\$225)

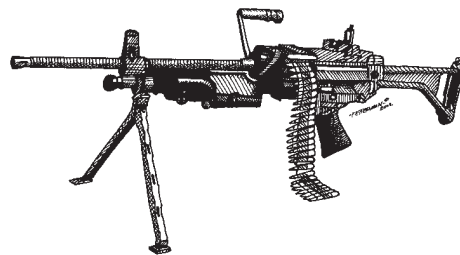
Weight: 853.63 oz.

FN M249 SAW (USA): The gas-operated FN SAW has great range and an excellent rate of fire. Its ammunition feeds can include either standard magazines or disintegrating-link belts, and it may be broken down for quick and easy maintenance. The M249 has a superb field record, with very few jams or mishaps.

Calibers: 5.56mmx45 NATO

Ammunition Capacity: 20/30 (+1 BP, +\$25)/100 (+7 BP, +\$175)/200 (+9 BP, +\$225)

Weight: 242.56 oz.



FN M249 SAW

General Electric XM214 Minigun (USA): As seen in the movie *Predator*, this military-issue handheld chain-gun (actually a sawed-off aircraft cannon) is capable of devastating sweeps across terrain or the opposition. Originally designed for use as an anti-personnel defense weapon on helicopters and light aircraft, the XM214 features six electrically-driven rotating barrels with a cyclic fire rate of 10,000 rounds per minute. Bursts can be set from 30 to 1000 rounds in length. Disadvantages to the weapon include the enormous amount of ammunition to be carried about and the 3.2 horsepower required to operate the barrel assembly.

Calibers: 7.62x51mm NATO

Ammunition Capacity: 1000

Weight: 480.00 oz. (as usual, ammunition is extra)

IMI Negev (Israel): The IMI Negev can be fed by a belt, drum, or magazine, and fired from the hip, bipod, tripod, or a vehicle mount. It can operate as a LMG or an assault rifle. In assault mode, a lighter barrel may be swapped in.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 30/150 (+8 BP, +\$200)

Weight: 430.00 oz.

Kalashnikov PK (Russia): One of the most widely duplicated general purpose machine guns, the gas-operated, belt-fed, bipod-mounted PK design is seen in Bulgaria, China, Poland and Romania. Made with machined and stamped parts, it strikes a nice balance between durability, functionality, and portability.

Calibers: 7.62x54mm Soviet

Ammunition Capacity: 100

Weight: 317.50 oz.

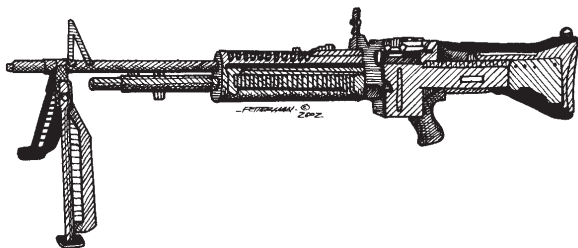
A tripod-mounted version of this weapon is also available. The PKS weighs 581.70 oz. and has an ammunition capacity of 200/250 (+5 BP, +\$125). A lighter version of the original PK is also available – the PKM weighs only 296.30 oz. All other physical characteristics are unchanged for both variations.

Kalashnikov RPD (Russia): The standard Squad Assault Weapon (SAW) for former Warsaw Pact nations, this weapon was produced in large numbers, and is still found all over the world today.

Calibers: 7.62x39mm Soviet

Ammunition Capacity: 100

Weight: 261.03 oz.



MAREMONT M60E4 LMG

Maremont M60E4 LMG (USA): The M60E4 is a lightened and improved version of the original M60 series, which was plagued by malfunctions and poor troop reception throughout its tenure with the U.S. military. Even so, it is still largely undistinguished, considered only “on par” with the rest of the machine gun community. All M60s, however – including this one – are incredibly easy to come by, and nearly anyone who received NATO training during the Cold War has operated one before.

Calibers: 7.62x51mm NATO

Ammunition Capacity: 100

Weight: 366.85 oz.

Rheinmetall MG3 (Germany): This landmark belt-fed, air-cooled weapon is one of the most popular machine guns in the world. Adapted from the famed MG42 WWII-era weapon, the MG3 was the first true universal MG, capable of firing on a bipod, tripod, or vehicular pintel mount. Also capable of anti-aircraft fire when twin-mounted on a swivel turret, the MG3 can take the front lines during a major military incursion if it must.

Calibers: 7.62x51mm NATO

Ammunition Capacity: 50/250 (+9 BP, +\$225)

Weight: 405.65 oz.

Steyr AUG LSW (Austria): The Steyr AUG Light Support Weapon is functionally the same as its cousin in the assault rifle category (see page 70), with the additions of a heavier barrel, muzzle compensator, and integral folding bipod. These enhancements allow for much longer periods of sustained fire and compensate for the weapon’s higher recoil. Unlike most machine guns, this weapon may fire in single-shot mode.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 45

Weight: 127.00 oz.

STK/CIS Ultimax Mk.3 LMG (Singapore): Developed jointly by ST Kinetics and Chartered Industries of Singapore, this gas-operated light machine gun is fast,

light, and effective. It has quick-change barrels and a detachable butt stock, making it easy to use in close quarters and in urban terrain (though accuracy drops sharply when the butt stock is removed – agents firing the weapon without it suffer a –2 penalty to all attack rolls). The Ultimax Mk.3 is used in several countries, including Croatia.

Calibers: 5.56x45mm NATO

Ammunition Capacity: 30/100 (+6 BP, +\$150)

Weight: 239.86 oz.

Vektor SS-77 GPMG (South Africa): Easily maintained and sturdy, the SS-77 is a gas-operated, belt-fed all-purpose heavy machine gun. Many experts claim this is one of the strongest of the world’s universal machine guns.

Calibers: 7.62x51mm NATO

Ammunition Capacity: 100

Weight: 338.63 oz.

A kit is available to convert this weapon to smaller 5.56x45mm NATO ammunition, replacing the barrel, bolt, gas piston, feed cover, and miscellaneous parts. This also reduces the weapon’s weight to 291.36 ounces.

MORTARS

Mortars are indirect fire weapons that normally come in three parts: the tube assembly, the base plate, and the mount assembly. A mortar requires 4 full rounds to assemble, but only 2 rounds to disassemble (cooperation may cut this time in half, but no lower).

All mortars must be used outdoors (or, with the GC’s approval, in a very large enclosed space, such as a mastermind’s cavernous base or the central atrium of a skyscraper).

Mortars may attack either moving targets (e.g. people or vehicles in motion) or stationary targets (e.g. buildings or vehicles not in motion). In either case, the agent must be able to see the target, or be in contact with another character who can. This second character is referred to as a forward observer, and extends his own line of sight to the agent so long as he remains in contact (via radio, hand signals, or the like).

When attacking a stationary target, the forward observer makes a Spot check (DC determined by the Game Control, typically between 10 and 20). With success, the agent may make an attack roll as normal against a Defense of 15 (plus any modifiers for range or other factors). If the attack hits, the mortar shell impacts the target directly. If either the Spot check or the attack fails, the attack deviates (*Spycraft Espionage Handbook*, page 173).

When attacking a moving target the forward observer makes a Spot check opposed by the character in the target square with the highest Listen bonus. With success, the agent may make an attack roll as normal against the target’s Defense. If the attack hits, the

mortar shell impacts the target directly. If either the Spot check or the attack fails, the attack deviates (*Spycraft Espionage Handbook*, page 173).

When firing a mortar, the weapon's damage value and threat and error ratings are replaced by those of the ammunition fired (*Spycraft Espionage Handbook*, page 117, and page 135 of this book).

Unless otherwise stated, all mortars may only fire in single-shot mode.

Categories: All mortars fall into one category. There are no mortar sub-groups.

Abilities: Due to the complexities of indirect fire, an agent's Wisdom modifier is applied to all mortar attack rolls. No ability score modifiers are applied to mortar damage rolls.

Feats: In order to properly use a mortar, you must have the Weapon Proficiency (Tactical) feat; otherwise you suffer a -4 penalty to all of your attack rolls.

MORTAR DESCRIPTIONS

FLY-K TN 8111 Silent Individual Grenade Launcher (Belgium): Although this weapon is called a grenade launcher, it operates like a mortar. Its chief attribute is the lack of sound, flash, or smoke following its use. Even heat signatures and infrared emissions are eliminated. Only an indistinct, muffled whiff is heard when it fires (52 dBA at 300 feet or less; beyond that, nothing). The DCs of Listen checks to notice this weapon being used are increased by +4.

Ammunition Diameters: 52mm

Ammunition Capacity: 1

Weight: 176.00 oz.

A special "grapnel" round – the NR 9114 – exists for this weapon. When an agent uses this round, a grappling hook arcs up to 120 feet from the weapon, trailing 135 feet of nylon climbing tether behind. The tether and hook are coated in foam, imparting the same bonus to Listen check DCs as listed for the base weapon. When using grapnel ammunition, the agent makes a Climb check (DC 10 + 1 per 5 feet of vertical distance to the target spot). This nylon climbing tether can hold up to 6,000 lbs. of weight.

M-224 Light Mortar (USA): This short-range fire support weapon is in wide use by U.S. armed forces around the world, including the Army Airborne, Airborne Rangers, Special Forces, and many infantry divisions. Its fire range falls between 200 and 10,000 feet, and the M-224 is small and light enough to be carried in the field by most teams.

Ammunition Diameters: 60mm

Ammunition Capacity: 1

Weight: 528.00 oz.

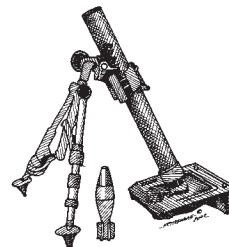
M-252 Medium Mortar (USA): This is perhaps the most widely used mortar today. Like most of its peers, this weapon is drop-fired (that is, you drop the round into the firing tube and shield your face and vitals as

the mortar blasts the round toward the target). This weapon features a blast deflector to help shield user(s) from backblast. The M-252's firing range falls between 250 and 17,000 feet, and it may be carried, towed, or vehicle-mounted. The M-252 is most commonly used by mountain infantry and armor units.

Ammunition Diameters: 81mm

Ammunition Capacity: 1

Weight: 1404.00 oz.



SOLTAM COMMANDO MORTAR

Soltam Commando Mortar (Israel): Little more than a tube and shoulder strap, this one-man hand-held assault mortar may be used at high angles, flat trajectories (less than 25 degrees elevation), and everywhere in between. This broad range of use makes the Commando mortar a vital asset during sieges (a frequent use in the Middle East). A special control system has been devised to assist with low-elevation and direct fire shots – see page 112.

Ammunition Diameters: 60mm

Ammunition Capacity: 1

Weight: 229.81 oz.

Many other countries produce Commando model mortars as well, including Australia, South Africa, and the Czech Republic.

ROCKET LAUNCHERS

Rocket launchers are man-portable, shoulder-fired weapons that can direct a variety of rockets at opponents. They have little recoil, but their large backblast area can give away an otherwise well-concealed position. Anyone looking in the agent's direction when or after he fires a rocket launcher receives a +4 bonus to Spot checks to notice the agent's location. This bonus increases to +10 at night.

Rocket launchers are unwieldy and inherently difficult to aim, and unless otherwise stated, all attacks with them suffer a -2 penalty. They may only be fired in single-shot mode and must be reloaded after each shot (requiring a half action each time unless the agent has the Quick Reload feat, in which case reloading becomes a free action).

Generally, rockets are fire-and-forget weapons, meaning that once the rocket is launched the agent has no control over its flight. In this case, the agent makes one attack roll and hopes for the best. In some cases – noted in the appropriate weapon descriptions – the agent may control the rocket's flight after it leaves the launcher, usually with the help of a wire-guided system. When an agent attempts to control a rocket in this manner, the attack is considered to be a ranged touch attack.

In all cases, launched rockets are subject to the rules for grenade-like deviation if the agent misses, and many rockets are also subject to the rules for blast damage as well.

When firing a rocket launcher, the weapon's damage value and threat and error ratings are replaced by those of the ammunition fired (*Spycraft Espionage Handbook*, page 119, and page 136 of this book). Some types of ammunition affect the weapon's range increment as well. The ammunition may also convey one or more special abilities. All abilities of the rocket launcher and its ammunition stack.

Categories: All rocket launchers fall into one category. There are no rocket launcher sub-groups.

Abilities: An agent's Dexterity modifier is applied to all rocket launcher attack rolls. No ability score modifiers are applied to rocket launcher damage rolls.

Feats: In order to properly use a rocket launcher, you must have the Weapon Proficiency (Tactical) feat; otherwise you suffer a –4 penalty to all of your attack rolls.

ROCKET LAUNCHER DESCRIPTIONS

Diehl Bunkerfaust (Germany): Literally the “shelter fist,” this weapon's focus is attacking structures and other hard targets from inside buildings. Backblast and noise are reduced to prevent the user from taking damage or going deaf from the launching echo.

Ammunition Diameters/Type: 60mm

Ammunition Capacity: 1

Weight: 455.03 oz.

FFV Ordnance/Alliance Techsystems M136 AT4 (USA): Though no longer produced in America, this light anti-tank weapon is still found in U.S. reserves and is actively fielded by several other nations. Internally, the M136 operates like a recoilless rifle, utilizing self-propelled, free-flight fin-stabilized rocket-like ammunition for lower kick. Externally, it's a long, watertight, fiberglass-wrapped tube. The M136 is a one-shot weapon with the disposable quality, though its night sight is removable, so it can be attached to the next M136 the agent fires.

Ammunition Diameters/Type: 84mm (HEAT, proprietary)

Ammunition Capacity: 1

Weight: 240.00 oz.

Hughes Stinger IV Anti-Aircraft Missile Launcher (USA): First used by British SAS troops in the Falklands conflict, this laser-guided rocket system may be configured to fire rockets at “fast-burn,” producing high speeds for use against air targets, or at a slower burn for use against ground units. The Stinger's unique computer system operates all aspects of target acquisition and rocket launch, including in-flight control of the missile via passive IR and UV tracking. Stinger missiles have been adapted to many other weapons systems, but the original platform remains one of the strongest tactical weapons available.

Ammunition Diameters/Type: 70mm (proprietary)

Ammunition Capacity: 1

Weight: 552.00 oz.

Lockheed Martin MPIM/SRAW (USA): This complicated urban anti-armor device combines the propulsion technology of a Short Range Assault Weapon (SRAW) with a proprietary Multi-Purpose Individual Munition (MPIM) rocket. Its special ‘soft launch’ feature allows agents to fire the weapon from inside closed quarters (down to 5 feet by 5 feet, if needed). Finally, the weapon's Explosively Forced Penetrator system follows through after attacks with a standard fragmentation grenade, expelled from the rocket's shell moments after impact. With any luck, the weapon's initial attack punches through the target's armor, freeing the grenade up to tear through whatever (or whomever) is inside. The MPIM/SRAW is aimed with an integral 2.5x telescopic sight. If an attack with this weapon scores a critical hit against a vehicle, or does at least 20% damage to a vehicle (after subtracting hardness), a standard fragmentation grenade is injected inside the vehicle. The driver and all passengers have ten initiative counts to react before the grenade goes off. If the occupants don't have any actions before the grenade goes off, or they fail to leave the vehicle before then, they suffer normal damage from the grenade. If the initial attack doesn't penetrate the target, the grenade goes off immediately outside the vehicle after 10 initiative counts.

Ammunition Diameters/Type: 105mm/120mm (proprietary)

Ammunition Capacity: 1

Weight: 320.00 oz.

RFAS RPG-7 (Russia): One of the most duplicated launchers in existence, and a favorite of Warsaw Pact nations and their allies, this weapon is simple, reliable, efficient, and effective. Originally developed by the U.S.S.R., the RPG-7 is a favorite of the illegal arms trade (see page 25), as well as terrorist organizations worldwide (especially in the U.K., Eastern Europe, and the Middle East). Unlike most rocket launchers, the RPG-7 excels in close combat (30-100 feet).

Ammunition Diameters/Type: 40mm

Ammunition Capacity: 1

Weight: 222.23 oz.

Notable copies of this weapon include the Temp 10 (which fires a larger caliber 50mm EFP round), the RPG16D (which fires a special 82mm shell with two shaped-charge warheads for greater armor-penetration and features an integral bipod), and the RPG 16 Udar (which fires a 58.3mm HEAT rocket). All physical characteristics for these weapons remain unchanged.

RFAS RPG-26 Algen (Russia): Developed from the RPG-22 (not detailed in this book), which in turn was developed from the Talley M72, this weapon is lighter and fires a higher caliber round, making it perfect for “bunker buster” operations. Like the Talley M72, this weapon fires only HEAT (High Explosive Anti-Tank) rockets.

Ammunition Diameters/Type: 72.5mm (HEAT)

Ammunition Capacity: 1

Weight: 160.00 oz.

RFAS RPG-27 Tavalga (Russia): This weapon is reputed to be able to penetrate all current tank armor, including reactive plating. This is accomplished through a small charge set in each rocket’s long nose. The charge punches through the reactive armor, allowing the warhead to continue unabated. When firing 105mm HEAT rockets, the RPG-27 is considered to have the armor-piercing quality.

Ammunition Diameters/Type: 105mm

Ammunition Capacity: 1

Weight: 180.00 oz.

RFAS RPG-29 Vampir (Russia): This weapon is used to engage hostile tanks, up to and including those fitted with explosive reactive armor. Any rocket fired from the RPG-29 is considered to have the armor-piercing quality.

Ammunition Diameters/Type: 105mm (HEAT)

Ammunition Capacity: 1

Weight: 405.65 oz.

Shmel RPO-A Incendiary Rocket Launcher (Russia): This Russian weapon, also known as the “Bumblebee,” produces incredible thermobaric (heat and pressure) effects. It is shoulder-fired and rocket-propelled, and launches a warhead that explodes in the air creating a long-lasting blast effect that consumes all available oxygen in the immediate area. When used against structures, the Bumblebee is said to have a blast equivalent to a 122mm Howitzer projectile. This weapon comes in two parts – a backpack assembly and a pistol-gripped trigger unit. Readyng the weapon requires three full actions (four if the weapon is not ready on the backpack frame). Once detonated, the RPO-A Shmel has a blast increment of 3 squares from the point of impact.

Ammunition Diameters/Type: 93mm (proprietary)

Ammunition Capacity: 2

Weight: 388.00 oz.

Talley M72 LAW (USA): Most NATO forces, including those of the United States, field the Talley M72 as their standard Light Anti-Armor Weapon (LAW). It requires only one soldier to carry and operate, and fires a pow-



erful anti-armor HEAT (High Explosive Anti-Tank) round. The M72 may be collapsed by pushing the twin tube assemblies together.

Ammunition Diameters/Type: 66mm (HEAT)

Ammunition Capacity: 1

Weight: 126.40 oz.

Talley SMAW (USA): Widely regarded as an excellent weapon for mass urban conflict, the Shoulder-launched Multi-purpose Assault Weapon has a built-in spotting rifle that fires tracers to mark the target. Once the target has been acquired, agents may fire one of two missile types: the High Explosive Dual Purpose (HEDP) round, which penetrates soft targets and then explodes; or the High Explosive Anti-Tank (HEAT) round, for hard targets.

Ammunition Diameters/Type: 83mm (HEDP/HEAT)

Ammunition Capacity: 1

Weight: 493.84 oz.

Other SMAWs: Several alternate versions of this weapon have been produced, including:

- **SMAW-D:** This U.S. Army "bunker buster" fires an HEDP round that senses whether a target is hard or soft (see page 138) and reacts accordingly. The round explodes immediately upon impact with hard targets, but delays detonation against soft targets until it is imbedded deeply, causing unparalleled devastation. (Ammunition Diameters/Types: 83mm (HEDP); Ammunition Capacity: 1; Weight: 493.84 oz.)
- **SMAW-CS:** This confined space version of the basic SMAW model minimizes noise and blowback so that it can be effectively fired from within the confines of most urban environments. (Ammunition Diameters/Types: 83mm (HEDP/HEAT); Ammunition Capacity: 1; Weight: 493.84 oz.)

U.S. Arsenal M20 (USA): Sometimes called the "Super Bazooka," the M20 is a smoothbore weapon fired by electric charge. It may be broken into two barrel assemblies for storage and transit, an operation requiring one full action to perform; it also takes a full action to assemble a disassembled M20. The M20 comes standard with a bipod and rear support, allowing it to be easily fired from the prone position. Originally part of the U.S. arsenal but now out of production stateside, the M20 can still be found in active service among many world militaries.

Ammunition Diameters/Type: 89mm (HEAT)

Ammunition Capacity: 1

Weight: 240.00 oz.

TACTICAL AMMUNITION

Like firearms, tactical weapons that require ammunition are requisitioned empty, and unless otherwise states, all ammunition – including the first load – must be requisitioned separately.

This section describes new ammunition types only – as with all other sections of this book, material printed in the *Spycraft Espionage Handbook* is not reprinted here. Unlike the *Spycraft Espionage Handbook*, this book doesn't define tactical weapons by their ammunition types – each tactical weapon is treated individually, and may load any type of compatible ammunition, as noted in its description.

Some ammunition is described as proprietary. Such ammunition is designed exclusively for use in the listed weapon, and any special mechanics it possesses are built into the weapon's description and statistics.

AMMUNITION DESCRIPTIONS

Five sections follow, one for each type of tactical weapon that requires ammunition.

FLAMETHROWER AMMUNITION

Most modern flamethrowers expend fuel from portable (and disposable) canisters that are attached to their fuel intake systems. Unless otherwise indicated, each of these canisters holds enough fuel to make 10 attacks. Additional fuel canisters cost 2 BP or \$40 for one full load (another 10 attacks' worth). Reloading these canisters requires a half action, assuming the agent can reach the intake valve.

Some older flamethrower models require that the agent manually fill integral fuel tanks (like gassing up a car); in this case, the agent must remove the flamethrower pack (if any). Reloading the fuel tanks with the proper nozzle or pump gear takes one full round per 5 shots. Doing so with the wrong gear (using "whatever's handy" to get the fuel into the tanks) requires one full round per shot, and may not be possible, at the GC's discretion.

GRENADE LAUNCHER AMMUNITION

Standard hand grenades may not be used in grenade launchers, and grenade launcher shells may not be thrown to any measurable effect (except, perhaps, as an improvised weapon).

Grenade launchers may only fire shells of the proper diameter (e.g. 40mm, 60mm, etc.). The size of the shell determines damage, while the type of shell determines any special abilities. See *Table 7.7: Tactical Weapons* for a list of available shells in each diameter.

As explained under grenade launchers (see page 121), the weapon's damage value and threat and error ratings are replaced by those of the ammunition fired (*Spycraft Espionage Handbook*, page 117, and page 135 of this book). Some types of ammunition affect the weapon's range increment as well. The ammunition may also convey one or more special abilities. No values, abilities, or qualities of the grenade launcher and its ammunition stack.

In addition to the grenade launcher ammunition options presented in the *Spycraft Espionage Handbook*, agents may choose from any of the following new grenades as well. *The cost of requisitioning ammunition in all types and sizes is listed on page 135.*

Chemical: This shell uses a small explosive charge to propel a dangerous chemical contagion over the target area. The target character must make a Reflex save (DC 30) or be covered with this fluid. Chemical grenades have a blast increment of 1 square; for each damage ring out from the center of the blast, the DC of this Reflex save is reduced by 5 (i.e. those 30 feet or more from the center of this grenade's blast aren't required to make a save). Cover bonuses and environmental protective gear improve this save normally.

The effects of being covered in the fallout from a chemical grenade blast depend on the contents. Chemical grenades may be filled with any liquid contagion (poison, disease, etc.) that spreads through skin contact. Injected or gaseous contagions may not be used to fill a chemical grenade. This liquid contagion must be requisitioned separately of the chemical grenade.

Heavy Shells: The following are larger versions of grenade shells first seen in the *Spycraft Espionage Handbook* (page 117). Each of these operates identically to its smaller cousins, with one or two noted exceptions, described below. These shells are only available in 60mm or larger diameters.

- **Heavy CS Gas and Smoke:** Heavy versions of these grenade shells fill a 3 square x 3 square (15 ft. x 15 ft.) area with the targeted square in the center.
- **Heavy Flash and Flash/Bang:** The DCs of all saves vs. heavy versions of these shells are increased by +2.
- **Heavy Flechette and Fragmentation:** The damage inflicted by heavy versions of these shells is increased by +4.

High Velocity Canister Cartridge (HVCC) or Flechette: This 40mm rifle grenade is catching on as an excellent short-range anti-personnel and perimeter defense weapon. Each canister holds upwards of 115 flechette darts, which — when the rifle is fired — are dispersed over an area nearly 30 feet wide, mowing down fleshy targets along the way.

Incendiary: Typically filled with thermite jelly, these grenades burn lethally hot for 40 seconds or more, melting gear and spreading fire wherever they touch. Temperatures in the blast zone can reach 4000 degrees Fahrenheit.

Impact Fragmentation: This impact grenade primes like a standard time-delay grenade, but doesn't detonate until it hits something hard or is sharply jolted.

White Phosphorous: The king of anti-personnel incendiary devices, white phosphorous burns extremely hot, extremely bright, and has a gruesome tendency to cling to human flesh. White phosphorous must be shaved off the bodies of those who survive the initial blast. Damage from white phosphorous is fairly low at first, but the target takes the same damage again each round for 20 rounds or until a successful First Aid check is applied (requiring 2 full rounds with a DC of 18). Further, the target must make a Fortitude save (DC 15) or be blinded for 1d6 rounds by the substance's searing brightness.

MACHINE GUN AMMUNITION

Machine guns may fire any rifle ammunition available for the proper caliber. See the *Spycraft Espionage Handbook* for basic rifle ammunition options and page 85 of this book for new ones.

MORTAR AMMUNITION

Mortars may only fire rockets of the proper diameter (e.g. 60mm, 105mm, etc.). The size of the mortar shell determines damage, while the type of shell determines any special abilities. See Table 7.7: *Tactical Weapons for a list of available mortar shells in each diameter.*

As explained under mortars (see page 125), the weapon's damage value and threat and error ratings are replaced by those of the ammunition fired (*Spycraft Espionage Handbook*, page 119, and page 135 of this book). Some types of ammunition affect the weapon's range increment as well. The ammunition may also convey one or more special abilities. No values, abilities, or qualities of the mortar and its ammunition stack.

In addition to the mortar shell options presented in the *Spycraft Espionage Handbook*, agents may choose from the following new ammunition types. *The cost of requisitioning ammunition in all types and sizes is listed on page 135.*

Heat-Seeking: This recent innovation was spearheaded by Bofors of Sweden. Every round has an infrared targeting system which identifies the greatest source of heat within four squares of the target and speeds toward it. Unfortunately, there are still bugs in the system — these rounds are known to fly wild at least 50% of the time.

Napalm: Well suited for infiltration operations, raids, and ambushes, this mortar shell delivers a long-burning jelly onto the target. Napalm must be shaved off the

bodies of those who survive the initial blast. Damage from napalm is fairly low at first, but the target takes the same damage again each round for 20 rounds or until a successful First Aid check is applied (requiring 2 full rounds with a DC of 18). Further, the target must make a Fortitude save (DC 15) or be blinded for 1d6 rounds by the substance's searing brightness.

Smart Bomb: Though programs to develop fire-and-forget, precision-guided mortar ammunition are still in their infancy around the world, these amazing shells may be requisitioned in very small numbers by Agency operatives. Guided either by radar or imaging infrared, this shell detects potential targets on its own once in flight, and uses an on-board computer library to determine whether they are valid. Once a valid target is identified, the shell steers itself with twisting fins and integral thrusters.

ROCKET LAUNCHER AMMUNITION

Rocket launchers may only fire rockets of the proper diameter (e.g. 60mm, 105mm, etc.). The size of the rocket determines damage, while the type of shell determines any special abilities. See *Table 7.7: Tactical Weapons* for a list of available rockets in each diameter. All rocket ammunition has the armor-defeating quality.

As explained under rocket launchers (see page 126), the weapon's damage value and threat and error ratings are replaced by those of the ammunition fired (*Spycraft Espionage Handbook*, page 119, and page 136 of this book). Some types of ammunition affect the weapon's range increment as well. The ammunition may also convey one or more special abilities. No values, abilities, or qualities of the rocket launcher and its ammunition stack.

In addition to the rocket options presented in the *Spycraft Espionage Handbook*, agents may choose from the following new rocket types. The cost of requisitioning ammunition in all types and sizes is listed on page 136.

High Explosive Anti-Tank (HEAT): The hardened nose of this popular rocket is hollow, and backed by a shaped charge of various high-explosive compounds. HEAT rockets are made for punching through vehicle armor, which the shaped charge often turns into a jet of molten metal speeding through the vehicle's interior.

High Explosive Dual Purpose (HEDP): Primarily used against fortified structures (e.g. bunkers and well constructed criminal mastermind headquarters), the HEDP rocket is functionally similar to a HEAT rocket, except that it produces a sizable burst upon impact, causing extensive secondary damage.



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LEGEND

Note	Meaning	Note	Meaning	Note	Meaning
Ability #	Minimum Ability Score to Use Weapon	DA	Dangerous	PB	Ported barrel
1-h	1-handed	DP	Dependable		(masterwork modification)
2-h	2-handed	DI	Disposable	PW	Powered
AA	Advanced aim	DS	Double-safe	RC	Recoil compensator (integral)
AD	Armor-defeating	DT	Discreet	RG	Rugged
AP	Armor-piercing	FB	Floating barrel	RH	Reach
AK	Awkward		(masterwork modification)	SG	Sure-grip
BF	May fire in burst mode	FL	Fast-load	SL	Streamlined
	(for weapons that may	GD	Guard	SP	Suppressed
	not normally fire in	HB	Heavy barrel	SS	May fire in single-shot
	burst mode)		(masterwork modification)		mode (for weapons that
BB	Bull-barrel	HK	Hook		may not normally fire in
	(masterwork modification)	IN	Integral <accessory>		single-shot mode)
BP	Bullpup	LH	Left-handed (off-hand	ST	May fire in strafe mode
CL	Coil		penalty applied to attacks		(for weapons that may
CP	Composite		by right-handed users)		not normally fire in
CS	Collapsible stock	LR	Long reach		strafe mode)
CU	Custom stock	LV	Limited vision	TD	Takedown
	(masterwork modification)	MC	Multi-chambered	TP	Trap
CT	Cryogenic treatment	MD	Modular	TS	Tassel
	(masterwork modification)	MP	Multi-part	WL	Whisper-lock

TABLE 7.1: EXPLOSIVES

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Blast Increment	Qualities & Mods	Weight	Actual Cost
Binary explosives	18	—	3d6	1	—	10 ft.	—	1/2 lb.	Restricted
Blast mines	17	—	4d4	1-2	—	10 ft.	—	1 lb.	\$100
Breaching charge	12	—	2d8	1-2	—	5 ft.	—	1 lb.	\$60
C4	20	-	4d6	1	—	10 ft.	—	1/4 lb.	\$100
Cherry bomb	3	—	1d3	1-2	—	2.5 ft.	—	—	\$5
Claymore	28	+1	4d8	1-2	—	10 ft.	—	3 lb.	Restricted
Detonating cord	5	—	1d4	1	—	—	—	1 lb./100 ft.	\$25
Dynamite	10	—	2d6	1-3	—	5 ft.	—	1/2 lb./stick	\$20
Fragmentation mine	17	—	3d6	1-2	—	10 ft.	—	1 lb.	\$100
Fragmentation mine, bounding	20	—	3d6	1-2	20	10 ft.	—	1 lb.	Restricted
Satchel charge*	15	—	3d6	1-2	—	5 ft.	—	2 lb.	\$75
Self-neutralizing explosive	20	—	3d6	1	—	10 ft.	—	1/2 lb.	Restricted
Thermite	12	—	2d8	1	—	—	—	1/4 lb.	\$80
Toe popper	10	—	2d8	1-2	20	5 ft.	—	3 lb.	\$25

TABLE 7.2: FLAMETHROWERS

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Blast Increment	Qualities & Mods	Weight	Actual Cost
Chinese Arsenal Type 67	20	—	2d6 + fire	1-3	—	15 ft.	—	55 lb.	Restricted
Hydroar LC T1 M1	20	—	2d6 + fire	1-2	—	15 ft.	AK	75 lb.	Restricted
Russian Arsenal LPO-50	24	—	2d6 + fire	1-3	20	15 ft.	—	50 lb.	Restricted
US Arsenal M9A1	22	—	2d6 + fire	1-2	—	15 ft.	—	50 lb.	Restricted

TABLE 7.3: GRENADE LAUNCHERS

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Blast Increment	Qualities & Mods	Weight	Actual Cost
<i>Repeating Grenade Launchers</i>									
Arsenal Avalanche (Bulgaria)									
40mm	20	-2	as 40mm	as 40mm	as 40mm	60 ft.	—	15 lb.	Restricted
GDAS CG-40 Striker (USA)*									
40mm	20	-2	as 40mm	as 40mm	as 40mm	60 ft.	AK	55 lb.	Restricted
Hawk MM-1 (USA)									
40mm	18	-2	as 40mm	as 40mm	as 40mm	50 ft.	—	13 lb.	Restricted
H&K GMG (Germany)									
40mm	25	-2	as 40mm	as 40mm	as 40mm	150 ft.	AK, ST	64 lb.	Restricted
Milkor MGL (South Africa)									
40mm	26	-1	as 40mm	as 40mm	as 40mm	100 ft.	—	15 lb.	Restricted

TACTICAL WEAPONS

TABLE 7.3: GRENADE LAUNCHERS (CONTINUED)

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Blast Increment	Qualities & Mods	Weight	Actual Cost
ROMARM AGA-40									
40mm (proprietary)	25	-2	as 40mm	as 40mm	as 40mm	200 ft.	AK	50 lb.	Restricted
Saco MK19 Mod 3 (USA)									
40mm	24	-2	as 40mm	as 40mm	as 40mm	300 ft.	AK	140 lb.	Restricted
<i>Stand-alone Grenade Launchers</i>									
AA1 M79 (USA)									
40mm	28	—	as 40mm	as 40mm	as 40mm	50 ft.	—	7 lb.	Restricted
Buck HAFLA-35L (Germany)*									
35mm (incendiary)†	16	-1	2d6 + fire	1-3	—	50 ft.	DI	2 lb.	Restricted
H&K HK69A1 (Germany)									
40mm	24	-1	as 40mm	as 40mm	as 40mm	50 ft.	—	6 lb.	Restricted
Tula KBP GM-94 (Russia)									
43mm (proprietary)‡	25	-1	as 40mm	as 40mm	as 40mm	50 ft.	—	11 lb.	Restricted
<i>Under-Barrel Grenade Launcher Descriptions</i>									
Colt M203 (USA)									
40mm	+20	-1	as 40mm	as 40mm	as 40mm	50 ft.	—	4 lb.	Restricted
M203A1									
40mm	+20	-1	as 40mm	as 40mm	as 40mm	50 ft.	—	4 lb.	Restricted
M203PI									
40mm	+20	-1	as 40mm	as 40mm	as 40mm	50 ft.	—	4 lb.	Restricted
H&K HK79 (Germany)									
40mm	+22	-1	as 40mm	as 40mm	as 40mm	50 ft.	FL	4 lb.	Restricted
KBP GP-95									
40mm	+20	-1	as 40mm	as 40mm	as 40mm	50 ft.	—	4 lb.	Restricted
Milkor MK40 (South Africa)									
40mm	+22	-1	as 40mm	as 40mm	as 40mm	60 ft.	—	4 lb.	Restricted

TABLE 7.4: MACHINEGUNS

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Blast Increment	Qualities & Mods	Weight	Actual Cost
Daewoo K3 (South Korea)									
5.56x45mm NATO	24	15	—	4d4	1-3	20	100	—	15 lb. Restricted
FN M240B (USA)									
7.62x51mm NATO	43	12	—	4d4+2	1-2	19-20	150	Modular, AK, DP, HB, MP; IN muzzle brake	53 lb. Restricted
FN M249 SAW (USA)									
5.56x45mm NATO	29	13	—	4d4	1	20	100	HB; IN muzzle brake	15 lb. Restricted
General Electric XM214 Minigun (USA)									
7.62x51mm NATO	31	15	—	4d4+2	1-3	19-20	150	AK	30 lb. Restricted
IMI Negev (Israel)									
5.56x45mm NATO	26	14	—	4d4	1-3	20	100	CS, HB	27 lb. Restricted
Kalashnikov PK (Russia)									
7.62x54mm Soviet	36	17	—	2d10+1	1-3	19-20	175	RG; IN adjustable bipod	20 lb. Restricted
Kalashnikov PKM (Russia)									
7.62x54mm Soviet	35	18	—	2d10+1	1-3	19-20	175	RG	19 lb. Restricted
Kalashnikov PKS (Russia)									
7.62x54mm Soviet	34	15	—	2d10+1	1-3	19-20	175	AK, RG; IN adjustable tripod	36 lb. Restricted

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TABLE 7.4: MACHINEGUNS (CONTINUED)

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Blast Increment	Qualities & Mods	Weight	Actual Cost
<i>Kalashnikov RPD (Russia)</i>									
7.62x39mm Soviet	29	15	—	3d6	1–3	19–20	125	—	16 lb. Restricted
<i>Maremont M60E4 LMG (USA)</i>									
7.62x51mm NATO	32	16	—	4d4+2	1–4	19–20	150	—	23 lb. Restricted
<i>Rheinmetall MG3 (Germany)</i>									
7.62x51mm NATO	33	16	—	4d4+2	1–3	19–20	150	—	25 lb. Restricted
<i>Steyr AUG LSW (Austria)</i>									
5.56x45mm NATO	26	16	—	4d4	1–3	20	100	BP, SS; IN adjustable bipod, muzzle brake	8 lb. Restricted
<i>STK/CIS Ultimax Mk.3 LMG (Singapore)</i>									
5.56x45mm NATO	25	15	—	4d4	1–3	20	100	MP	15 lb. Restricted
<i>Vektor SS-77 GPMG (South Africa)</i>									
7.62x51mm NATO	36	16	—	4d4+2	1–3	19–20	150	DP, RG	21 lb. Restricted
5.56x45mm NATO	27	14	—	4d4	1–3	20	100	DP, RG	18 lb. Restricted

TABLE 7.5: MORTARS

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Blast Increment	Qualities & Mods	Weight	Actual Cost
<i>FLY-K TN 8111 Silent Individual Grenade Launcher (Belgium)*</i>									
52mm	27	—	per ammo	per ammo	per ammo	300 ft.	AK, SP	11 lb.	Restricted
<i>M-224 Light Mortar (USA)</i>									
60mm	30	—	per ammo	per ammo	per ammo	500 ft.	AK, MP	33 lb.	Restricted
<i>M-252 Medium Mortar (USA)</i>									
81mm	35	—	per ammo	per ammo	per ammo	650 ft.	AK, MP	88 lb.	Restricted
<i>Soltam Commando Mortar (Israel)</i>									
60mm	32	+1	per ammo	per ammo	per ammo	400 ft.	AK	15 lb.	Restricted

TABLE 7.6: ROCKET LAUNCHERS

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>Diehl Bunkerfaust (Germany)</i>									
60mm	30	–2	per ammo	per ammo	per ammo	per ammo	—	12 lb.	Restricted
<i>FFV Ordinance/Alliance Techsystems M136 AT4 (USA)</i>									
84mm (HEAT, proprietary)	22	–2	3d12	1–3	—	450 ft.	AD, DI	15 lb.	Restricted
<i>FFV Ordinance/Alliance Techsystems M136 AT-4 CS HP (USA)</i>									
84mm (HE, proprietary)	20	–2	3d12	1–3	—	450 ft.	AP, DI	15 lb.	Restricted
<i>Hughes Stinger IV Anti-Aircraft Missile Launcher (USA)</i>									
70mm (proprietary)	20	–1	3d10+2	1–3	—	400 ft.	AP	13 lb.	Restricted
<i>Lockheed Martin MPIM/SRAW (USA)*</i>									
105mm (proprietary)	30	–2	per ammo	per ammo	per ammo	per ammo	—	16 lb.	Restricted
120mm (proprietary)	30	–2	per ammo	per ammo	per ammo	per ammo	—	16 lb.	Restricted
<i>RFAS RPG-7 (Russia)</i>									
40mm	30	–2	per ammo	per ammo	per ammo	per ammo	—	12 lb.	Restricted
<i>RFAS RPG-Temp 10</i>									
50mm	30	–2	per ammo	per ammo	per ammo	per ammo	—	12 lb.	Restricted
<i>RFAS RPG-16D</i>									
82mm	30	–2	per ammo	per ammo	per ammo	per ammo	—	15 lb.	Restricted
<i>RFAS RPG-16 Udar</i>									
58.3mm HEAT	30	–2	per ammo	per ammo	per ammo	per ammo	—	12 lb.	Restricted
<i>RFAS RPG-26 Algen (Russia)</i>									
72.5mm (HEAT)	30	–2	per ammo	per ammo	per ammo	per ammo	—	14 lb.	Restricted

TACTICAL WEAPONS

TABLE 7.6: ROCKET LAUNCHERS (CONTINUED)

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Range Increment	Qualities & Mods	Weight	Actual Cost
<i>RFAS RPG-27 Tavorlga (Russia)</i>									
105mm (HEAT)	32	-2	per ammo	per ammo	per ammo	per ammo	AD	16 lb.	Restricted
<i>RFAS RPG-29 Vampir (Russia)</i>									
105mm (HEAT)	32	-2	per ammo	per ammo	per ammo	per ammo	AD	16 lb.	Restricted
<i>Shmel RPO-A Incendiary Rocket Launcher (Russia)</i>									
93mm (proprietary)	32	-2	per ammo	per ammo	per ammo	per ammo	AD	15 lb.	Restricted
<i>Talley M72 LAW (USA)</i>									
66mm (HEAT)	31	-2	per ammo	per ammo	per ammo	per ammo	CS	12 lb.	Restricted
<i>Talley SMAW (USA)</i>									
83mm (HEDP/HEAT)	30	-2	per ammo	per ammo	per ammo	per ammo	—	15 lb.	Restricted
<i>Talley SMAW-D</i>									
83mm (HEDP)	30	-2	per ammo	per ammo	per ammo	per ammo	—	15 lb.	Restricted
<i>Talley SMAW-CS</i>									
83mm (HEDP/HEAT)	30	-2	per ammo	per ammo	per ammo	per ammo	—	15 lb.	Restricted
<i>US Arsenal M20 (USA)</i>									
89mm (HEAT)	30	-2	per ammo	per ammo	per ammo	per ammo	—	15 lb.	Restricted

TABLE 7.7: TACTICAL AMMUNITION

Ammunition Type	Budget Points	Damage	Error	Threat	Blast Increment	Actual Cost	Qualities, Mods, and effects
<i>Grenades</i>							
Baton, 40mm	8 each	5d4**	1-3	—	5 ft.	\$50	—
Chemical, 40mm*	8 each	Special	1-4	—	10 ft.	\$30*	—
CS gas, 40mm	10 each	Special	1-4	—	—	\$50	—
Flash, 40mm	8 each	Special	1-4	—	—	\$30	—
Flash/bang, 40mm	10 each	Special	1-4	—	—	\$50	—
Flechette, 40mm	10 each	2d8+2	1-3	—	—	\$60	—
Fragmentation, 40mm	12 each	2d10	1-4	—	5 ft.	\$60	—
HVCC (rifle only)	10 each	2d8+2	1-3	—	—	\$60	—
Illumination, 40mm	5 each	Special	1-3	—	—	\$30	—
Incendiary, 40mm	10 each	2d6 + fire	1-4	—	10 ft.	\$60	—
Smoke, 40mm	5 each	Special	1-4	—	—	\$20	—
White phosphorous, 40mm	14 each	2d4*	1-4	—	5 ft.	Restricted	—
<i>Mortar shells</i>							
HE, 52mm	10 each	2d10	1-3	—	5 ft.	\$150	—
HE, 60mm	12 each	2d10+2	1-3	—	5 ft.	\$175	—
HE, 81mm	16 each	2d12+2	1-3	—	10 ft.	\$200	—
Heat seeking, 52mm	14 each	2d10	1-3	—	5 ft.	Restricted	Special (see page 130)
Heat seeking, 60mm	16 each	2d10+2	1-3	—	5 ft.	Restricted	Special (see page 130)
Heat seeking, 81mm	18 each	2d12+2	1-3	—	5 ft.	Restricted	Special (see page 130)
Illumination (any size)	5 each	Special	1-3	—	—	\$100	—
Napalm, 52mm	12 each	2d6 + fire	1-3	—	10 ft.	\$100	—
Napalm, 60mm	14 each	2d8 + fire	1-3	—	10 ft.	\$125	—
Napalm, 81mm	18 each	2d10 + fire	1-3	—	15 ft.	\$175	—
Smart bomb, 52mm	15 each	2d10	1-3	20	5 ft.	Restricted	Special (see page 131)
Smart bomb, 60mm	18 each	2d10+2	1-3	20	5 ft.	Restricted	Special (see page 131)
Smart bomb, 81mm	20 each	2d12+2	1-3	20	5 ft.	Restricted	Special (see page 131)
Smoke (any size)	5 each	Special	1-3	—	—	\$100	—

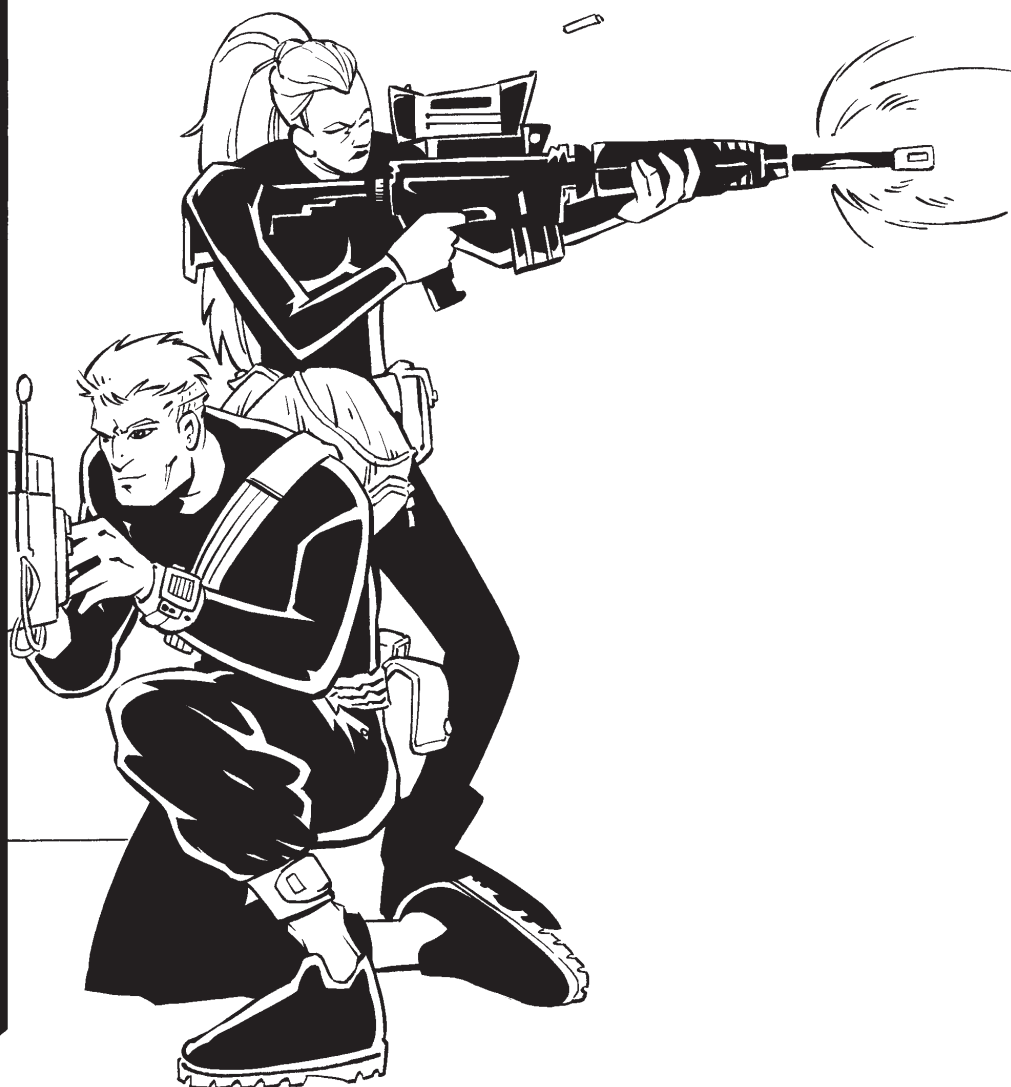
MODERN ARMS GUIDE

TABLE 7.7: TACTICAL AMMUNITION (CONTINUED)

Ammunition Type	Budget Points	Damage	Error	Threat	Blast Increment	Actual Cost	Qualities, Mods, and effects
<i>Rockets</i>							
ATGM, 70mm	18 each	3d12	1-2	—	10 ft.	Restricted	AD; range inc. 300 ft.
HEAT, 40mm	12 each	3d8	1-3	—	10 ft.	Restricted	AD; range inc. 300 ft.
HEAT, 58.3mm	13 each	3d8+1	1-3	—	10 ft.	Restricted	AD; range inc. 300 ft.
HEAT, 66mm	15 each	3d10	1-3	—	10 ft.	Restricted	AD; range inc. 350 ft.
HEAT, 72.5mm	16 each	3d10+1	1-3	—	10 ft.	Restricted	AD; range inc. 400 ft.
HEAT, 83mm	17 each	3d12	1-3	—	10 ft.	Restricted	AD; range inc. 400 ft.
HEAT, 84mm	18 each	3d12	1-3	—	10 ft.	Restricted	AD; range inc. 450 ft.
HEAT, 89mm	20 each	6d6	1-3	—	10 ft.	Restricted	AD; range inc. 450 ft.
HEAT, 105mm	22 each	7d6	1-3	—	10 ft.	Restricted	AD; range inc. 500 ft.
HEAT, 120mm	25 each	8d6	1-3	—	10 ft.	Restricted	AD; range inc. 500 ft.
HEDP, 60mm	12 each	3d10	1-2	—	250 ft.	Restricted	AP; range inc. 250 ft.
HEDP, 83mm	13 each	3d12	1-2	—	10 ft.	Restricted	AP; range inc. 300 ft.
HEDP, 93mm	15 each	6d6+1	1-2	—	10 ft.	Restricted	AP; range inc. 325 ft.

All weapons listed in bold are reprinted from the *Spycraft Espionage Handbook*.

* See item description for special rules concerning this weapon.





*"Bullet resistant?
Whatever happened to bullet proof?"*

*- Lenny Nero,
Strange Days*

***PROTECTIVE
GEAR***

8

INTRODUCTION

Protective gear is a fairly broad category, covering not only body armor, but gear designed to protect an agent against hostile environments and other hazards. While personal armor is prominently featured in this chapter, several other items are featured as well, including armored drapes and ballistic glass.

Groups: Protective gear is divided into three groups: armor, safety gear, and hardened scenery. This chapter handles these groups in separate sections, preceded by an introduction to a new rule – armor weaknesses.

HARD AND SOFT TARGETS

Modern military weapons must often be capable of inflicting damage on heavily armored targets, penetrating anything from a few layers of Kevlar to several inches of rolled steel. This has precipitated the introduction of a number of highly specialized weapons and ammunition types. Unfortunately, such devastating armor-piercing performance often comes at a price. Humans are relatively soft and squishy when compared to the armored skin of a tank, and what works well on one is usually not always well suited for attacking the other. For this reason, *Spycraft* makes a distinction between ‘hard’ and ‘soft’ targets.

Soft Targets: These targets include anyone or anything with a DR or hardness of 5 or less. Weapons intended to disrupt or mushroom work well against opponents of this sort. High powered, high velocity weapons tend to ‘overpenetrate’ when used against soft targets, drilling completely through them with little energy transfer and virtually none of the massive shredding associated with slower projectiles.

Hard Targets: These targets include anyone or anything with a DR or hardness of 6 or greater. Hard targets have sufficient protection or rigidity that weapons specifically designed for use against soft targets often smash harmlessly against them. Anti-armor weapons often rely on a target’s armor to slow the round down enough to become effective against the individual(s) protected within.

The terms ‘hard target’ and ‘soft target’ don’t have mechanics attached directly to them. Other mechanics – including many ammunition effects – reference them as triggers and modifiers.

ARMOR WEAKNESSES

As a general rule, armor operates as described in the *Spycraft Espionage Handbook*, providing damage reduction and a variety of other protective gains in exchange for negating the agent’s class Defense bonus. Certain types of armor, however, are vulnerable to certain types of attacks. In *Spycraft*, this is represented by armor weaknesses.

There are five armor weaknesses, each of which reduces the damage reduction bonus offered by the armor to one half, rounded up, against a particular type of attack:

- **Chemical (C):** This armor is vulnerable to any attack involving fire, gas, or poison (including flamethrowers, some traps, and some grenades).
- **Explosive (E):** This armor is vulnerable to any attack with a blast radius (including bombs, mines, mortars, and many grenades).
- **Firearms (F):** This armor is vulnerable to any attack with a handgun, rifle, SMG, shotgun, or machinegun.
- **Melee (M):** This armor is vulnerable to any attack with a weapon from the melee, hurled, or exotic categories.
- **Subdual (S):** This armor is vulnerable to any attack that deals subdual damage, even if the attack would normally fall into another category.

These weaknesses are described in the body text of this chapter and on the protective gear table (page 142).

WEAKNESSES OF EXISTING PROTECTIVE GEAR

As with all other equipment in this book, protective gear is not repeated from the *Spycraft Espionage Handbook*. Some of this gear does have one or more weaknesses, as follows:

Assault Vest/Insert: Chemical.

Bomb Squad Suit: None.

Chain Shirt: Chemical, explosive, firearms.

Door Gunner Vest: Chemical.

Kevlar BDU: Explosive, melee.

Kevlar Vest/Insert: Chemical, explosive, melee.

Steelweave Vest: Chemical, explosive.

Tuxedo Liner: Chemical, explosive.

ARMOR

The armor category includes all protective gear which is worn by the agent. Getting into or out of armor takes one half action per point of BP the gear costs.

Categories: Protective gear is divided into three categories: light armor, medium armor, and heavy armor. Each item's category is also listed on Tables 8.1, starting on page 142.

- **Light Armor:** Comfort and mobility are key elements of light armor, as it is often worn for long periods of time. Unlike medium and heavy armor, this gear may be concealed under street clothes (or in rare cases, disguised as the same). Law enforcement officers are generally issued light armor.
- **Medium Armor:** Generally, armor in this category is designed for superior protection against ballistic threats, at the expense of concealability and comfort. Intended for use in immediately dangerous situations, such as combat and S.W.A.T. operations, medium armor is both inconvenient and obvious. When a threat is rolled for an attack against a target wearing medium armor, the attacker must spend two action dice to activate the critical hit (instead of one).
- **Heavy Armor:** Heavy Armor offers maximum protection, but is extremely constricting. Bomb removal gear is an excellent example, as is a door-gunner vest. When a threat is rolled for an attack against a target wearing heavy armor, the attacker must spend two action dice to activate the critical hit (instead of one).

Armored inserts – thin armor plates that can be zipped into body armor for a higher degree of protection – are mentioned with the armor they augment. If no insert is listed in an armor's description, no insert is available for that armor type. In all cases, inserts must be requisitioned (and paid for) separately from the armor they augment, and only one insert may be worn by an agent at any time.

Abilities: No abilities are used to benefit from armor, but armor does reduce the maximum Dexterity modifier he may apply to Defense (*Spycraft Espionage Handbook*, page 109).

Feats: In order to properly use armor you must have the Armor Group Proficiency (Light, Medium, or Heavy) feat, as appropriate to the category of armor you're wearing; otherwise you suffer the gear's Armor Check Penalty (ACP) to all skills involving movement (*Spycraft Espionage Handbook*, page 109).

ARMOR DESCRIPTIONS

Armored Float Vest: Most frequently used by Coast Guard and naval personnel, this vest combines integral ballistic protection with the buoyancy of a life preserver. While wearing an armored float vest, the agent is immune to drowning, though he must still make Swim checks to maneuver against the current. The armored float vest prevents an agent from diving. *The armor float vest supports a standard insert – see page 142.*

Ballistic Vest: This 'street-level' armored vest is worn by most law enforcement personnel. *The ballistic vest supports a standard insert – see page 142.*

Contour Vest: The contour vest is designed to conform closely to the torso, whether male or female, alleviating the hindrance of wearing armor, but also mitigating protection. *The contour vest supports a standard insert – see page 142.*

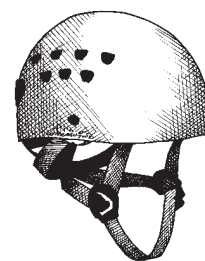
Face Shield: Designed to be mounted on a helmet, the face shield guards the face from small projectiles and fragments. It is not rated to stop a bullet or explosive fragment, though such attacks occasionally deflect off of the shield's curvature.

Face Cage: Like the face shield, this item is designed to be mounted on a helmet, protecting the face from large objects, including fists; gravel (and shrapnel) slips through with ease.

Flak Vest: The flak vest provides comprehensive protection of an agent's main body mass, though it is awkward to wear. This armor is often issued to military ground forces when they are expected to come under heavy fire.

Helmet, Aviator: When combined with the military aviator flight suit (*see page 139*), this helmet grants a +4 circumstance bonus to saves precipitated by extreme altitude or low air pressure.

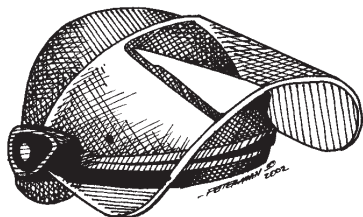
Helmet, Ballistic: The ballistic helmet is standard-issue for most military ground forces today. It may support either a face cage or face shield insert (but not both), which must be requisitioned separately.



CLIMBING HELMET

Helmet, Climbing: A climbing helmet is short and rests over the agent's ears, providing protection primarily from falling objects.

Helmet, Football: Football helmets include an integral face cage.



RIOT HELMET

Helmet, Riot: A riot helmet is similar in design to a ballistic helmet, though rear protection generally covers the neck (a ballistic helmet reaches down to the base of the skull). An integral face shield is included with this item.

Hot Weather Vest: Lightweight and well ventilated, this vest is designed for maximum comfort in tropical environments. *The hot weather vest supports a standard insert – see page 142.*

Military Aviator Flight Suit: Designed to offer a pilot some protection against rounds that penetrate the cockpit, this suit also incorporates a variety of other features, most notably a degree of cushioning against the G forces generated by modern fighter aircraft (usually supplemented by the cockpit's specially engineered seat). When combined with an aviator helmet, this suit provides the agent with an integral 20-minute air supply and respirator. If connected to a cockpit oxygen tank, this time limit is lifted.

Plate Carrier Vest: Small and compact, this vest has no integral ballistic protection. Instead, it is designed to carry a ballistic plate alone. The benefits of this insert are factored into the gear's statistics (*see page 143*).

Quilted Ballistic Jacket: The quilted ballistic jacket is designed to conceal ballistic plates beneath a seemingly mundane denim or nylon jacket. The DCs of Spot and Search checks to discover the protective nature of this jacket are increased by +3. *The quilted ballistic jacket supports a standard insert – see page 142.*

Rectangle Vest: Designed for maximum mobility and comfort, the rectangle vest consists of two ballistic plates – one in front, one in back – supported by a harness. These ballistic plates are integral, and may not be replaced with other inserts.

Stab Vest: Commonly issued to correctional facility personnel, this vest consists of tightly woven synthetic fibers, designed to stop or turn aside a knife thrust rather than defeat firearms attacks.

Stake-out Vest: The stake-out vest differs from many types of ballistic armor in that it opens in the front, allowing the agent to slip it on or off with relative ease.

Ballistic protection is low, so gunshot wounds are particularly dangerous when wearing this armor. This armor may be put on or taken off as one full action.

Tactical Deployment Vest: This bulky yet non-restricting vest features a dozen or more pockets (each approximately 1/2 in. x 1/3 in. x 2 in.), in which a cell phone, backup pistol, extra ammunition, and the like may be stored.



TACTICAL DEPLOYMENT VEST

Undercover Vest: Designed to remain a secret even under close scrutiny, this vest is based on similar principles to the stab vest. The DCs of Spot checks to discover the protective nature of this jacket are increased by +6.

SAFETY GEAR

The safety gear group includes all protective gear an agent may carry that is not strapped on to his person. Though these items usually protect the agent in some manner, they rarely offer him damage reduction or other combat bonuses. Commonly, these items operate like other gear, each having a specific use and game mechanic.

Categories: All safety gear falls into one category. There are no safety gear sub-groups.

Abilities: Under normal circumstances, using safety gear is either automatic or requires a skill check. In the latter case, the ability modifier is factored into the agent's skill bonus.

Feats: No feats are required to use safety gear.

SAFETY GEAR DESCRIPTIONS

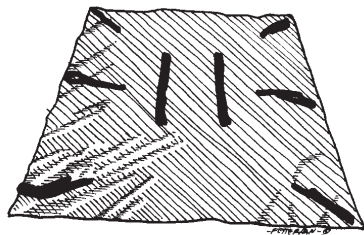
Armored Blanket: An armored blanket is a versatile protective covering. Though too cumbersome to be effective as long-term personal protection, it may be draped over supplies, equipment, and even troop transport vehicles. Armored blankets are usually rated to defeat most pistol and rifle rounds, as well as fragmentation explosives (such as hand grenades).

Ballistic Goggles: Ballistic goggles provide eye protection at the expense of peripheral vision.

Bomb Blanket: Similar to an armored blanket, the bomb blanket protects delicate machinery (and sometimes people) from the damage of explosions. It takes a

full action to wrap a Medium-size subject in a bomb blanket, or a half action to wrap a Small subject. Subjects of Tiny size or lower may be wrapped with a free action, provided the agent succeeds with a Dexterity check (DC 15). Conversely, a Large subject requires two full actions to wrap, and each size increment thereafter doubles the time requirement (and the number of bomb blankets needed). The agent may wrap himself if he wishes.

A subject fully wrapped in a bomb blanket receives damage reduction as listed on the protective gear table.



BOMB COVER

Bomb Cover: The opposite of a bomb blanket, this item is wrapped around an explosive device in order to stifle its blast. Bomb covers are available in three levels of protection; each time the agent requisitions a bomb cover, he either gains a new cover at level 1 or increases the level of an existing cover, to a maximum of level 3. As usual, all bomb covers must be returned at the mission's end.

Readying a bomb cover requires one half action, after which it may be used to wrap an explosive device of Medium-size or smaller with a second half action. Dropping a readied bomb cover requires that it be readied again before use.

If there's a chance that wrapping an explosive may set it off (e.g. the bomb has a vibration trigger), the agent must make a Demolitions check (DC set by the explosive, or defaults to 20). With success, he wraps the explosive without incident; failure indicates that it detonates immediately. While the agent and anyone standing directly behind him gain the bomb cover's benefit (see below), all others within range suffer damage from the explosion as normal.

For each level of protection, a bomb cover counts as having expended 1 blast increment's worth of damage.

Example: A bomb with a damage value of 6d6 is wrapped in a level 2 bomb cover. When it explodes, the GC rolls a total damage of 28. Since the bomb cover is level 2, the damage is reduced as if it had already traversed two blast radii, reducing the damage roll to 7 ($28/2 = 14/2 = 7$). The bomb's remaining damage spreads out normally.

After use, a bomb cover is useless.

Camouflaged Clothing: If an agent is wearing camouflaged clothing, he may add a +2 circumstance bonus to Hide checks made in natural surroundings or in darkness, assuming the clothing is a color scheme appropriate to the environment. Any clothing – armored or not – may be camouflaged by spending a number of BP equal to ten percent of the original clothing's cost.



COMBAT BOOTS

Combat Boots: Durable and supportive (if not excessively comfortable), combat boots offer a +1 circumstance bonus to Survival checks made to maintain overland movement speeds, and to Climb checks for which good foot traction can help. Finally, combat boots add +1 to the damage of all kicks when they are requisitioned with a 'steel toe' (at a cost of +1 BP).

Dry Suit: Designed for cold weather diving, the dry suit offers the combined benefits of both the Gore-Tex™ and SCUBA suits.

Ear Plugs: Ear plugs offer a +4 circumstance bonus to all saves made against sonic attacks and dangers, as well as a +1 gear bonus to saves vs. explosive damage. They inflict a -4 penalty to Listen checks.

Gloves: While the agent is wearing gloves, future investigations of his activities reveal his fingerprints only with a critical success (though this does not prevent his identity being discovered by other means, such as eyewitness accounts and DNA analysis).

- **Gloves, Insulated:** Insulated gloves protect against extreme cold, reducing or eliminating loss of finger dexterity. They offer a +2 circumstance bonus to all saves vs. cold, but also inflict a -2 circumstance penalty to skill checks requiring fine manipulation (such as Open Locks and Electronics). The Gore-Tex suit (*Spycraft Espionage Handbook*, page 124) includes a pair of insulated gloves at no extra cost.
- **Gloves, Rubber:** Rubber gloves offer the agent a +1 circumstance bonus to saves vs. drugs, poisons, and contagions transmitted by touch.
- **Gloves, Surgical:** Surgical gloves offer the agent a +2 circumstance bonus to saves vs. drugs, poisons, and contagions transmitted by touch.
- **Gloves, Work:** Tough and comfortable, work gloves offer 2 points of damage reduction for the agent's hands.

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Quarantine Tent: The quarantine tent offers complete containment of viral or otherwise contagious diseases, provided the air seal is kept closed. If the seal is voluntarily broken (or the tent suffers either 3 points of normal damage or 12 points of subdual), all nearby characters must make saves against the trapped contagions as normal. If the breach is repaired within the first minute (10 rounds), the quarantine is successfully reestablished. Any longer, and the contagion escapes and spreads normally.

Radiation Monitor: A radiation monitor is usually a badge clipped to the lapel of anyone working in close proximity to a nuclear reactor. These badges monitor local radiation levels, gradually changing color if the rad count rises. A successful Spot check (DC 15) allows the wearer of a rad badge to evacuate the area before the radiation levels become dangerous.

TABLE 8.1 PROTECTIVE GEAR

Weapon Name	Budget Points	DB	DR	Weaknesses	MDB	ACP	Speed	Weight	Actual Cost
<i>Light Armor</i>									
Armored float vest*	18	+0	2	C, M	+4	-1	Same	7 lb.	\$500
Ballistic vest*	30	+1	4	C, E, M	+4	-1	Same	8 lb.	\$600
Contour vest*	27	+1	3	C, E, M, S	+5	0	Same	6 lb.	\$800
Hot weather vest*	22	+0	3	C, E, M	+5	-1	Same	5 lb.	\$400
Kevlar vest	30	+1	4	C, E, M	+4	-1	Same	8 lb.	\$600
Insert	+10	(+0)	(+1)	as armor	+3	-1	as armor	4 lb.	\$200
Plate carrier vest*	14	+0	2	C, E, M	+6	-1	Same	2 lb.	\$100
Rectangle vest	20	+0	2	C, E, M	+4	-1	Same	8 lb.	\$250
Stab vest	30	+1	4	C, E, T	+4	-1	Same	4 lb.	\$800
Stake-out vest*	12	+0	2	C, E, S	+5	-1	Same	5 lb.	\$500
Tactical deployment vest	22	+0	3	C, E	+3	-1	Same	5 lb.	\$400
Tuxedo liner	20	+1	2	C, E	+4	0	Same	7 lb.	\$500
Undercover vest*	18	+1	2	C, E, S	+5	-1	Same	5 lb.	\$600
Standard insert	+10	(+0)	(+1)	as armor	(-1)	(-1)	as armor	4 lb.	\$200
<i>Medium Armor</i>									
Chain shirt	20	+0	5	CEF	+3	-3	Same	25 lb.	\$250
Military aviator flight suit*	24	+0	4	EMS	+2	-2	-5 ft.	25 ft.	\$2500
Kevlar BDU	35	+1	5	EM	+5	-2	-5 ft.	15 lb.	\$1000
Quilted ballistic jacket*	35	+1	4	CES	+2	-3	-5 ft.	20 lb.	\$1000
Steelweave vest	25	+1	8	CE	+2	-5	-10 ft.	20 lb.	\$750
<i>Heavy Armor</i>									
Assault vest	40	+0	8	C	+1	-4	-10 ft.	25 lb.	\$1500
insert	+10	(+0)	(+2)	as armor	(+1)	(-)	as armor	7 lb.	\$500
Bomb squad suit	35	-1	11	-	+0	-6	-15 ft.	30 lb.	\$2000
Door gunner vest	50	-2	14	C	+0	-7	-15 ft.	40 lb.	\$3000
Flak vest	36	+0	7	C	+0	-6	-15 ft.	35 lb.	\$1500
<i>Other Armor</i>									
Helmets									
• Aviator*	6	+1	0	-	-	-1	Same	2 lb.	\$300
• Ballistic*	7	+2	0	-	-	-1	Same	2 lb.	\$50
• Climbing	2	-	0	-	-	-	Same	2 lb.	\$60
• Football*	12	+1	1	C, E, F	-	-2	Same	3 lb.	\$25
• Military	7	+2	-	-	-	-	Same	1 lb.	\$30
• Motorcycle	5	+1	-	-	-	-	Same	1 lb.	\$100
• Riot*	13	+2	1	-	-	-2	Same	3 lb.	\$250
• Sealed	10	+2	-	-	-	-	Same	2 lb.	\$500
Face cage (for helmet)	+1	(+1)	-	as helmet	-	(-1)	Same	1/2 lb.	\$25
Face shield (for helmet)	+2	-	(+1)	as helmet	-	(-1)	Same	1/2 lb.	\$40
Riot shield	5	+1	-	-	-	-	Same	6 lb.	\$100

PROTECTIVE GEAR

TABLE 8.1 PROTECTIVE GEAR (CONTINUED)

Weapon Name	Budget Points	DB	DR	Weaknesses	MDB	ACP	Speed	Weight	Actual Cost
<i>Other Protective Gear</i>									
Armored blanket	25	0	5	—	+2	-5	-15 ft.	25 lb.	\$300
Ballistic goggles	3	0	1	C, E, M, S	—	—	—	1/2 lb.	\$150
Bomb blanket*	15	0	—	—	—	—	—	30 lb.	\$200
Bomb cover (per level)*	12	—	—	—	—	—	—	20 lb.	\$175
Camouflaged clothing*	+1	—	—	—	—	—	Same	—	+\$40
Combat boots*	1	—	—	—	—	—	Same	4 lb.	\$40
Ear plugs*	—	—	—	—	—	—	—	—	\$1
Flash goggles*	5	—	—	—	—	-1	—	1 lb.	\$300
Gas mask*	5	—	—	—	—	-1	Same	2 lb.	\$100
Gloves									
• Standard*	—	—	—	—	—	—	—	1/10 lb.	\$30
• Insulated*	—	—	—	—	—	—	—	1/10 lb.	\$35
• Rubber*	—	—	—	—	—	—	—	—	\$1
• Surgical*	—	—	—	—	—	—	—	—	\$5
• Work*	—	—	—	—	—	—	—	1/10 lb.	\$25
Quarantine tent*	10	—	—	—	—	—	—	50 lb.	\$500
Radiation monitor*	1	—	—	—	—	—	—	—	\$10
Suits									
• Asbestos*	7	—	—	—	—	-2	-10 ft.	50 lb.	\$400
• Dry*	14	—	—	—	—	-1	-10 ft.	50 lb.	\$600
• Gore-tex*	7	—	—	—	—	-1	-5 ft.	15 lb.	\$400
• Ghillie*	5	—	—	—	—	—	Same	4 lb.	\$100
• NBC*	8	—	—	—	—	-2	-10 ft.	18 lb.	\$500
• SCUBA*	6	—	—	—	—	-1	-10 ft.	60 lb.	\$400
• Space*	—	—	—	—	—	-2	-10 ft.	75 lb.	Special
Weakness Codes: C (Chemical) E (Explosive) F (Firearms) M (Melee) S (Subdual)									

All items listed in bold are reprinted from the *Spycraft Espionage Handbook*.

* See item description for special rules concerning this weapon.

LEGEND

Note	Meaning	Note	Meaning	Note	Meaning
Ability #	Minimum Ability Score to Use Weapon	DA	Dangerous	PB	Ported barrel
1-h	1-handed	DP	Dependable		(masterwork modification)
2-h	2-handed	DI	Disposable	PW	Powered
AA	Advanced aim	DS	Double-safe	RC	Recoil compensator (integral)
AD	Armor-defeating	DT	Discreet	RG	Rugged
AP	Armor-piercing	FB	Floating barrel	RH	Reach
AK	Awkward		(masterwork modification)	SG	Sure-grip
BF	May fire in burst mode	FL	Fast-load	SL	Streamlined
	(for weapons that may	GD	Guard	SP	Suppressed
	not normally fire in	HB	Heavy barrel	SS	May fire in single-shot
	burst mode)		(masterwork modification)		mode (for weapons that
BB	Bull-barrel	HK	Hook		may not normally fire in
	(masterwork modification)	IN	Integral <accessory>		single-shot mode)
BP	Bullpup	LH	Left-handed (off-hand	ST	May fire in strafe mode
CL	Coil		penalty applied to attacks		(for weapons that may
CP	Composite		by right-handed users)		not normally fire in
CS	Collapsible stock	LR	Long reach		strafe mode)
CU	Custom stock	LV	Limited vision	TD	Takedown
	(masterwork modification)	MC	Multi-chambered	TP	Trap
CT	Cryogenic treatment	MD	Modular	TS	Tassel
	(masterwork modification)	MP	Multi-part	WL	Whisper-lock

MODERN ARMS GUIDE

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